

ASSEMBLY INSTRUCTIONS

Stage 1. Upper fortress

Glue the bearing wall 1 to the base. Join elements 2 and 3 and glue them to 1 and the base. Following the same steps, glue wall 31 and its upper parts 31a and 32 to the back of the module thus created.

Glue the battle platform 8 and the outer wall 9 to the yard of the upper fortress 7. Join this complex with the already glued elements as indicated.

Glue wall 6, which closes the inner yard on the other side, and element 5 next to it.

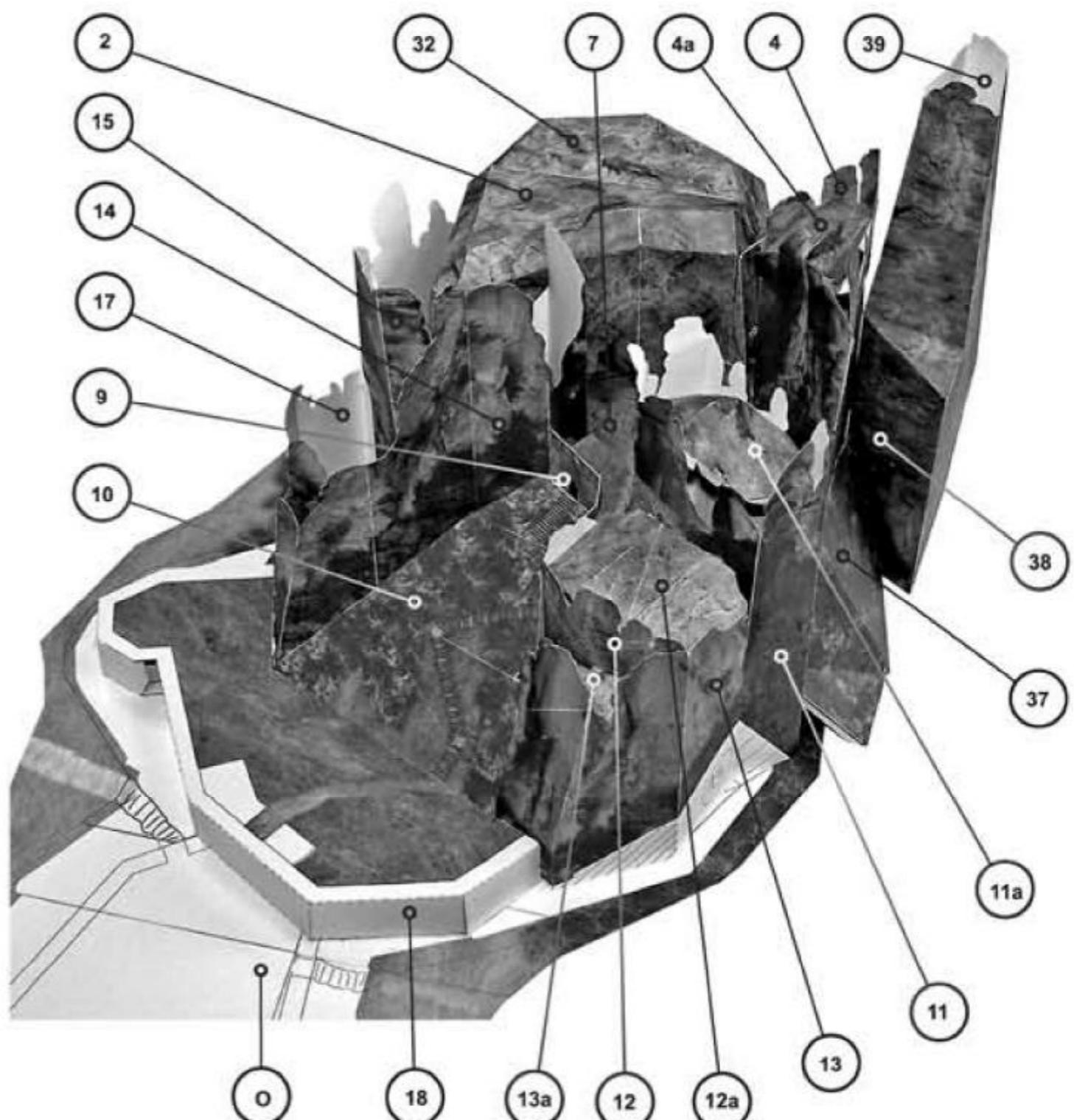
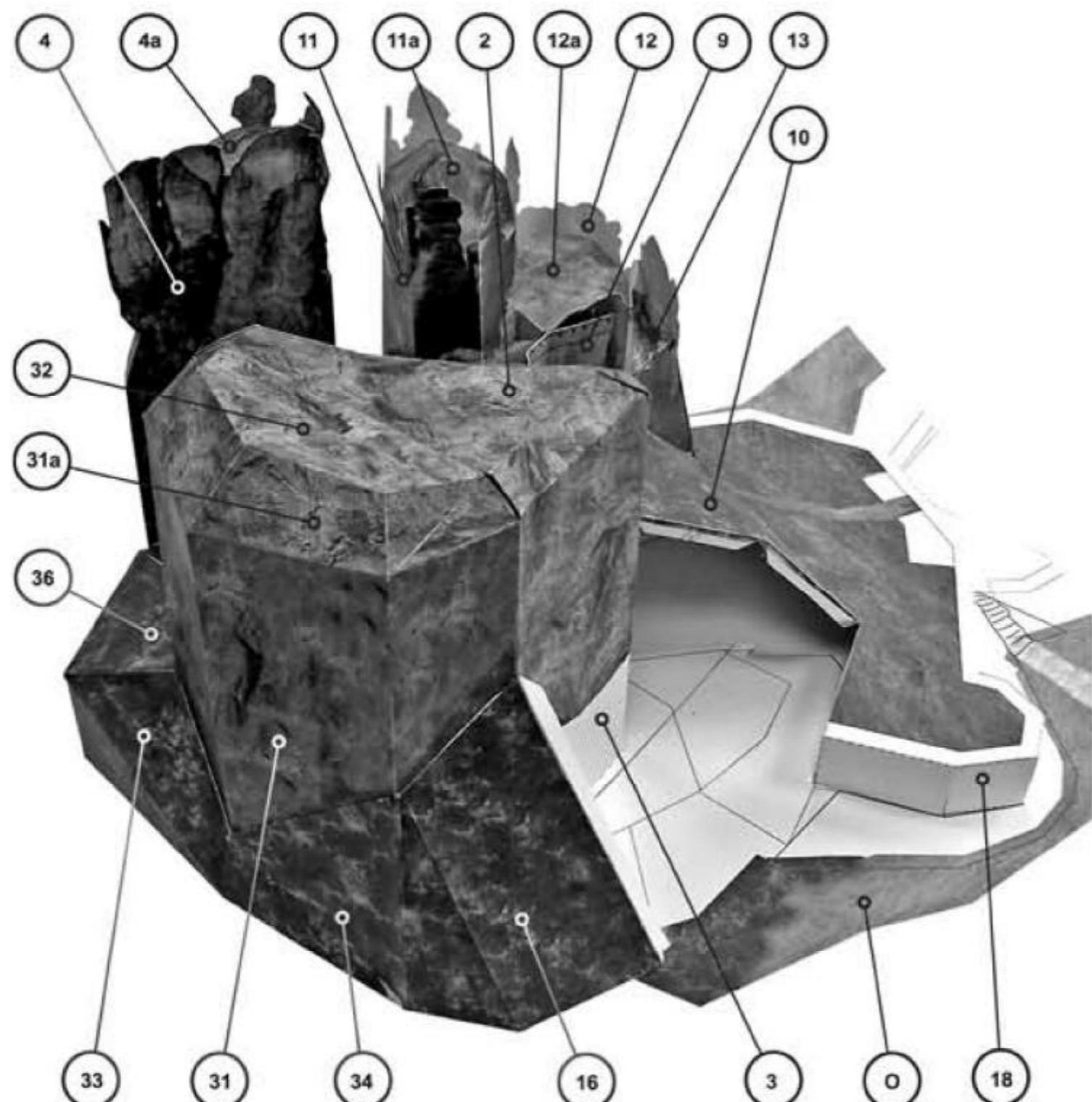
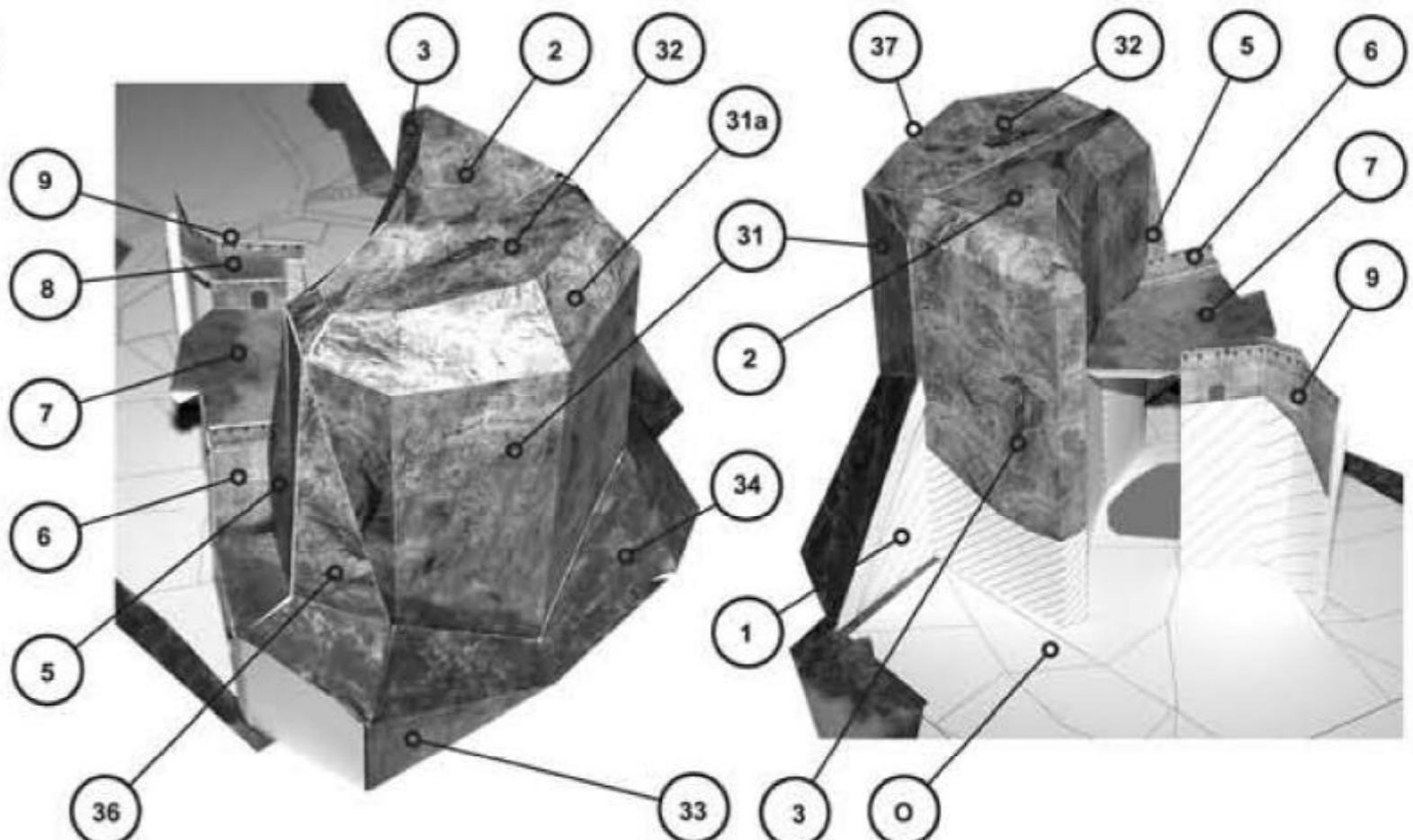
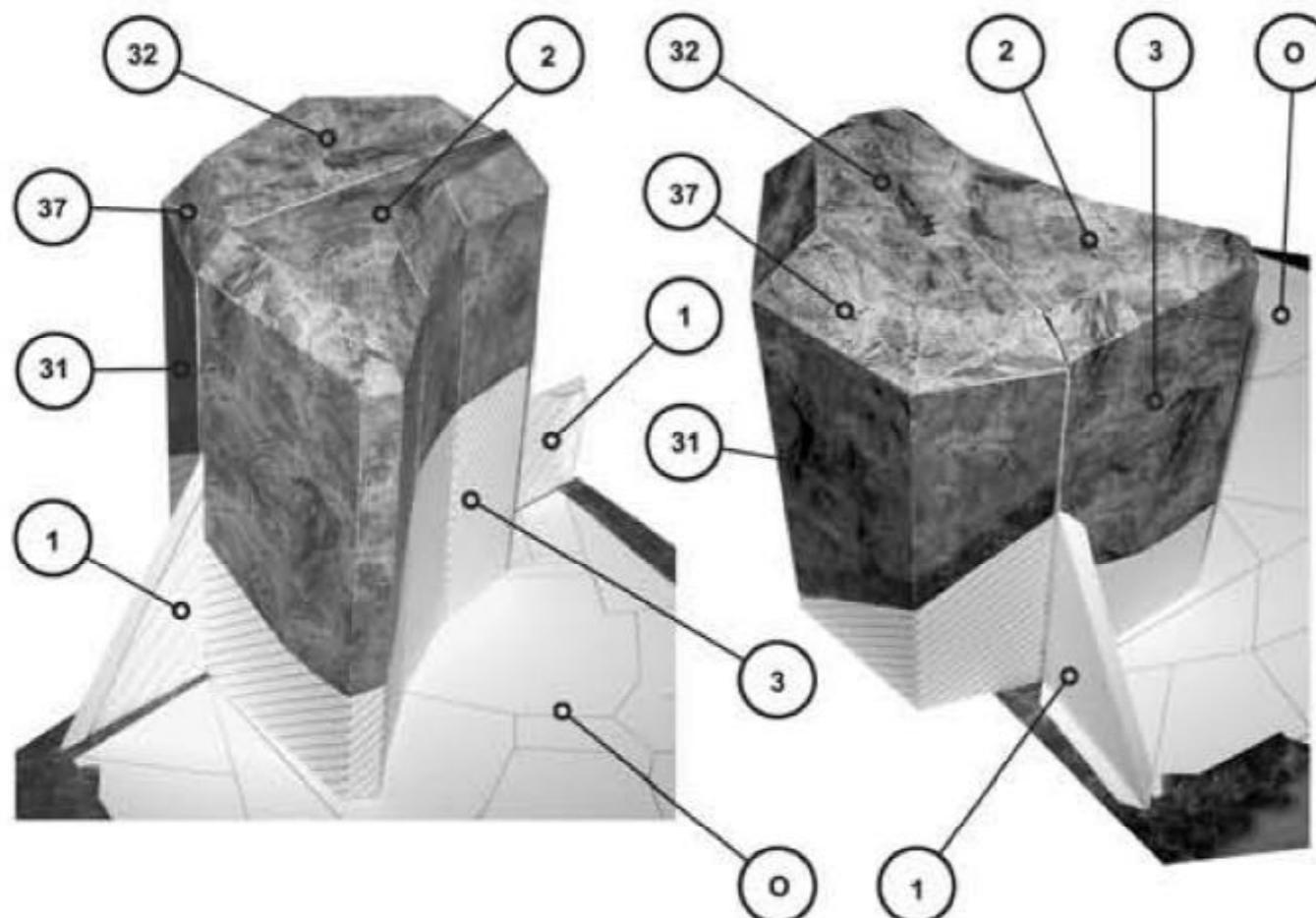
Add terrains 33, 34, 35 and 36 as indicated.

Assemble the rock frame from elements 4 and 4a and glue it to the indicated place on the base. Glue terrain 37 to the rock frame and element 7. Join elements 38 and 39 and glue the rock thus created to the model. Glue the small terrain 42 to 38, 33 and the base. Make

another rock from elements 11 and 11a and join it to the other elements. Glue elements 12, 12a and 13 in front of it, as indicated on the figure.

Glue rocks 14, 15, and 17 to the indicated places. Add terrains 16 and 19. In front of the thus created rock complex, glue the sloping terrain 10 and the lower yard 18.

Assemble the upper gate of the fortress from elements 23, the passage 24, and the roof 25. Glue the two parts of the fortress wall 26 and 27 in front of element 18. From the inside, assemble the battle platforms from elements 21 and 22 (at one side of the gate) and 20 and 30 (at the other). In front of the gate, glue pillars 28 and 30 and top each with their spires 29 and 31. Add the outer terrains B25 and B29 at the place indicated in front of wall 27.



Stage 2. Lower fortress

Begin the construction of the outer fortress by assembling elements **B1**, **B2** and **B3** and joining them to the terrain parts **B6** and **B18**. Following the same steps, join parts **B8**, **B9**, **B10** and **B11** into one module. From elements **B4**, **B4a** and **B5** assemble the rampart shown in the figure.

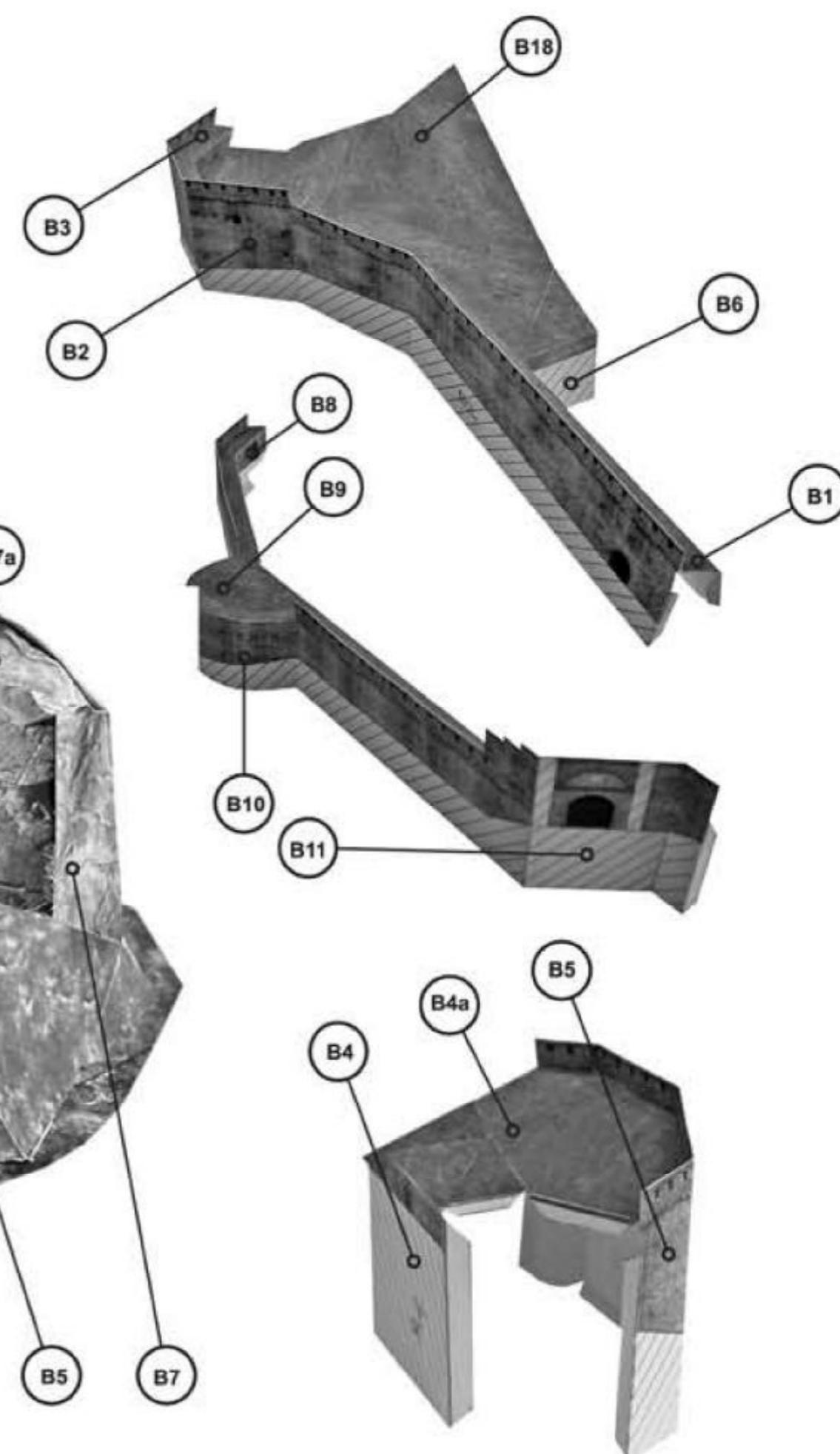
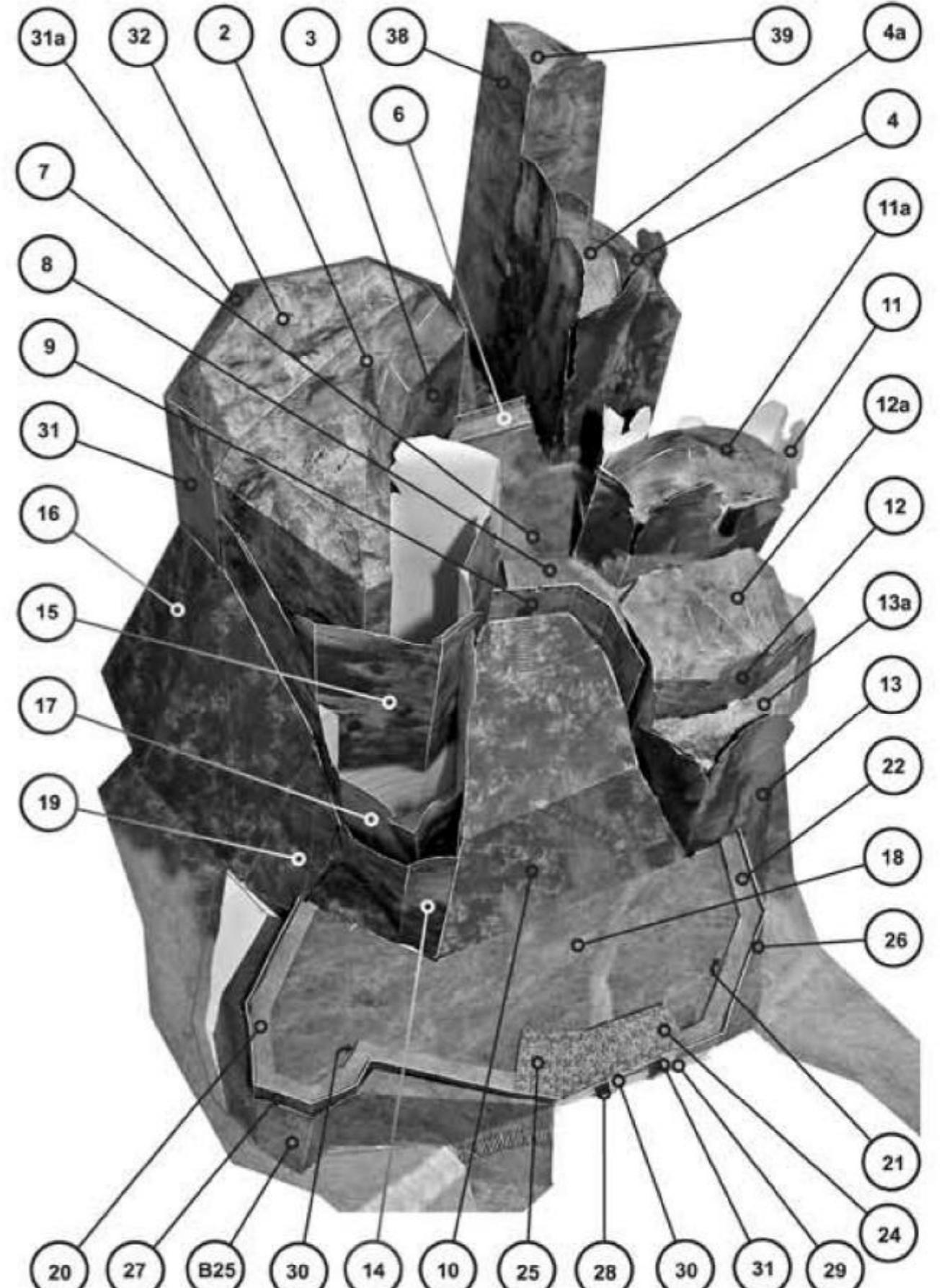
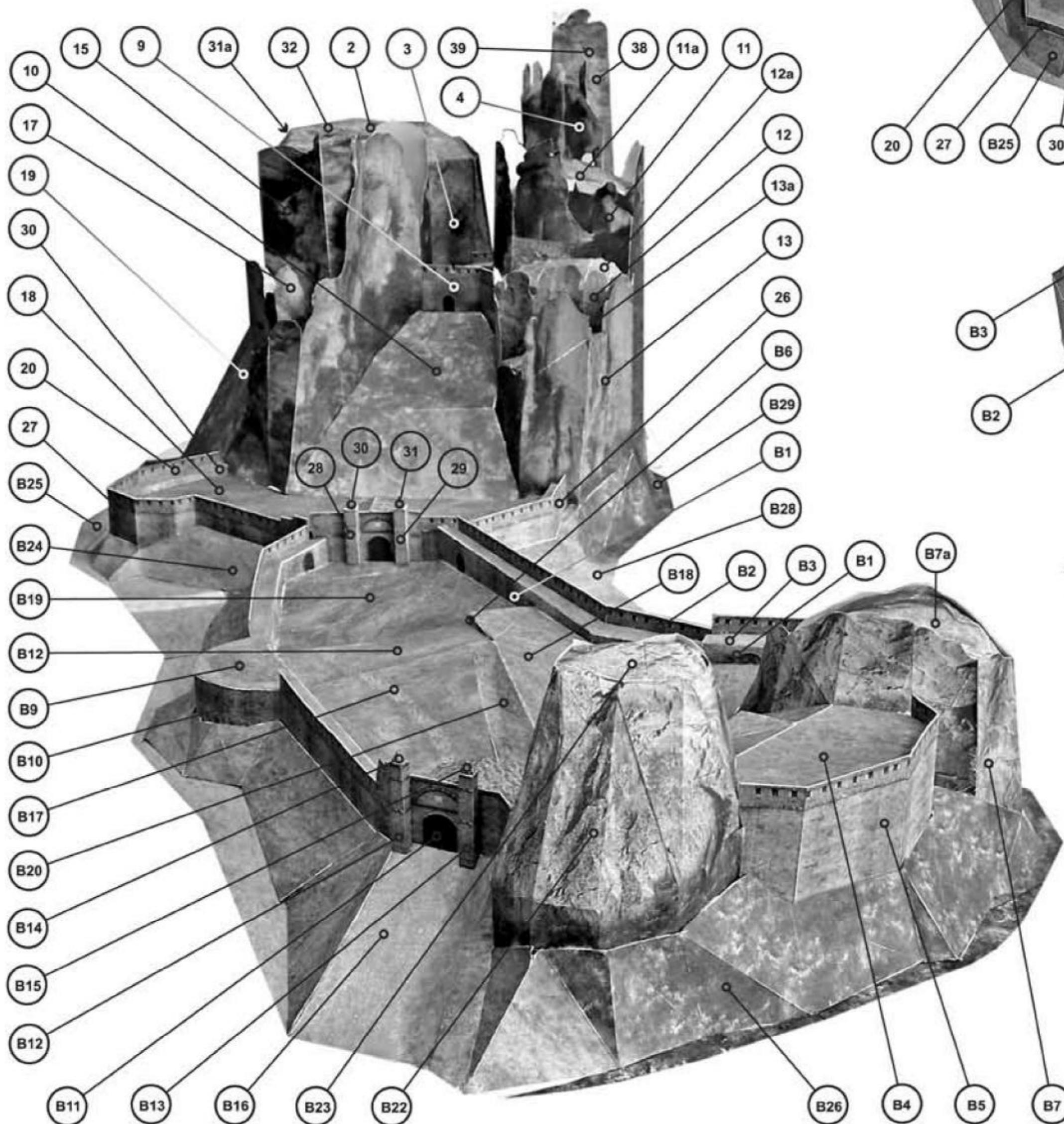
Glue the assembled fortress walls to the base. Between them, make the fortress yard from terrains **B12**, **B17**, **B19** and **B20**. Between the rampart **B4-B5** and the rest of the yard, glue terrain **B30a**.

Assemble the two rocks from elements **B22** and **B23** and **B7** and **B7a** and glue them to the place indicated on the base. In front of them, add the outer terrain **B26**. Join it with the other outer terrains **B16** and **B24** on one side and with **B27** and **B28** on the other.

Assemble the inner part of the entrance gate from elements **B30** and **B31**. In front of element **B11**, flank the entrance with pillars **B12** and **B13**. Glue on each top the spires **B14** and **B15**.

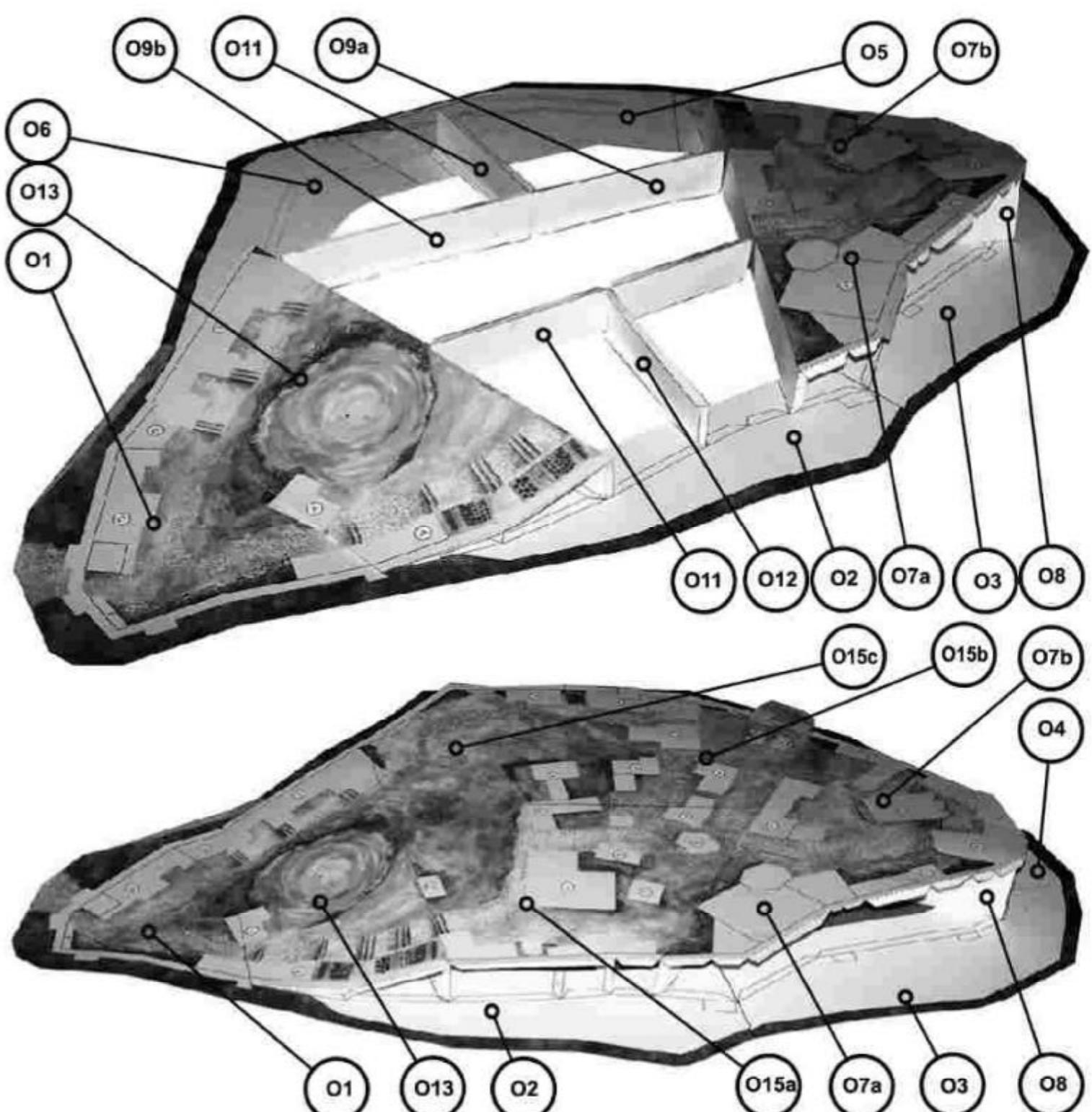
In order to fold the elements more easily: All lines marked with a dotted line must be folded. In order to do this more easily and effectively, it is best to crease them first. Using a ruler and a blunt knife or a used pen, press lightly along those lines. Folding them after that will not be a problem.

What glue to use: Do not use office glues and water-based glues. They lack stability and could potentially deform the cardboard. Use the glue recommended on the box of the model or any similar, acetone-based glue.



STAGE 1. ASSEMBLING THE BASE

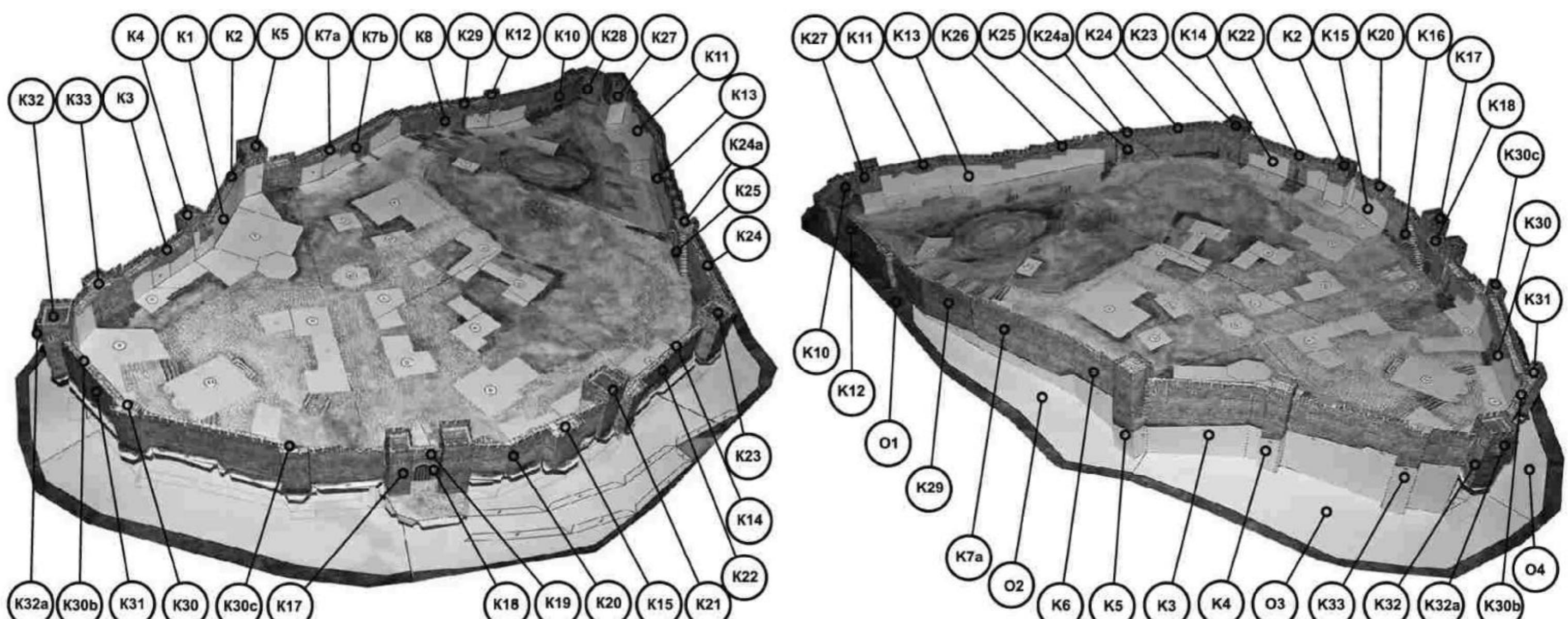
Assembly together the elements **O1**, **O2**, **O3**, **O4**, **O5** and **O6** in order to obtain the base on which the entire city will be built. Then form one element from the elements **O7a** and **O8b** as well as from elements **O15a**, **O15b** and **O15c**. Glue the supporting wall **O8** under element **O7** on the indicated place. In the same way connect the element **O13** with the supporting wall **O14**. Using **O9** and **O9a** build the supporting wall and to that, on the indicated place, glue **O10**. Connect also the walls **O11** and **O12**. The ready modules can now be glued on the lower side of the base **O15** (follow the markers in the side of element **O15**). To the lower part of the base **O1-O6** first glue the module **O7-O8**. Connect to it the middle part **O15** and finally add the module **O13-O14**. The base is now ready and you can proceed with erecting the city's castle walls.



STAGE 2. BUILDING THE CASTLE WALL

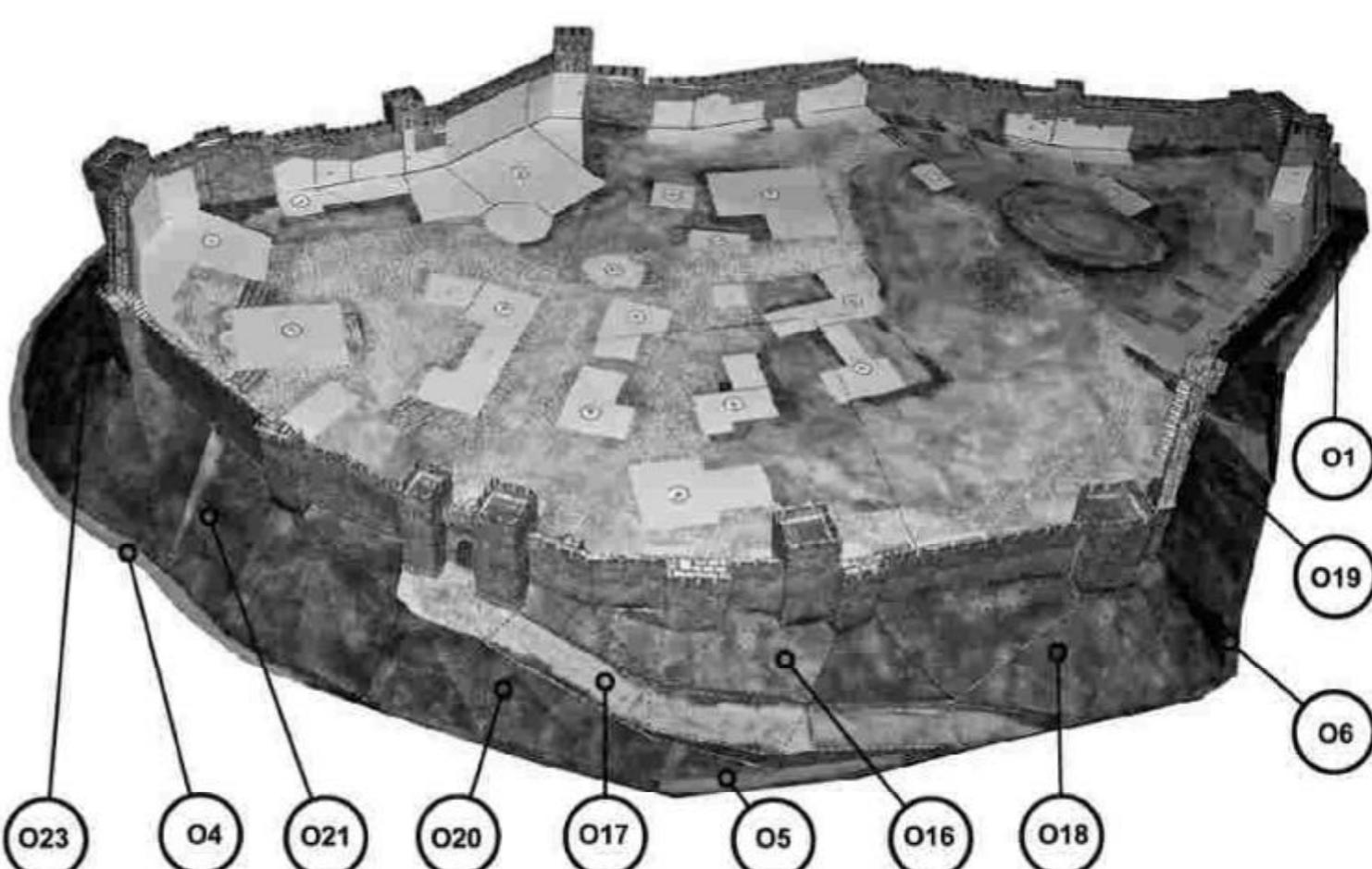
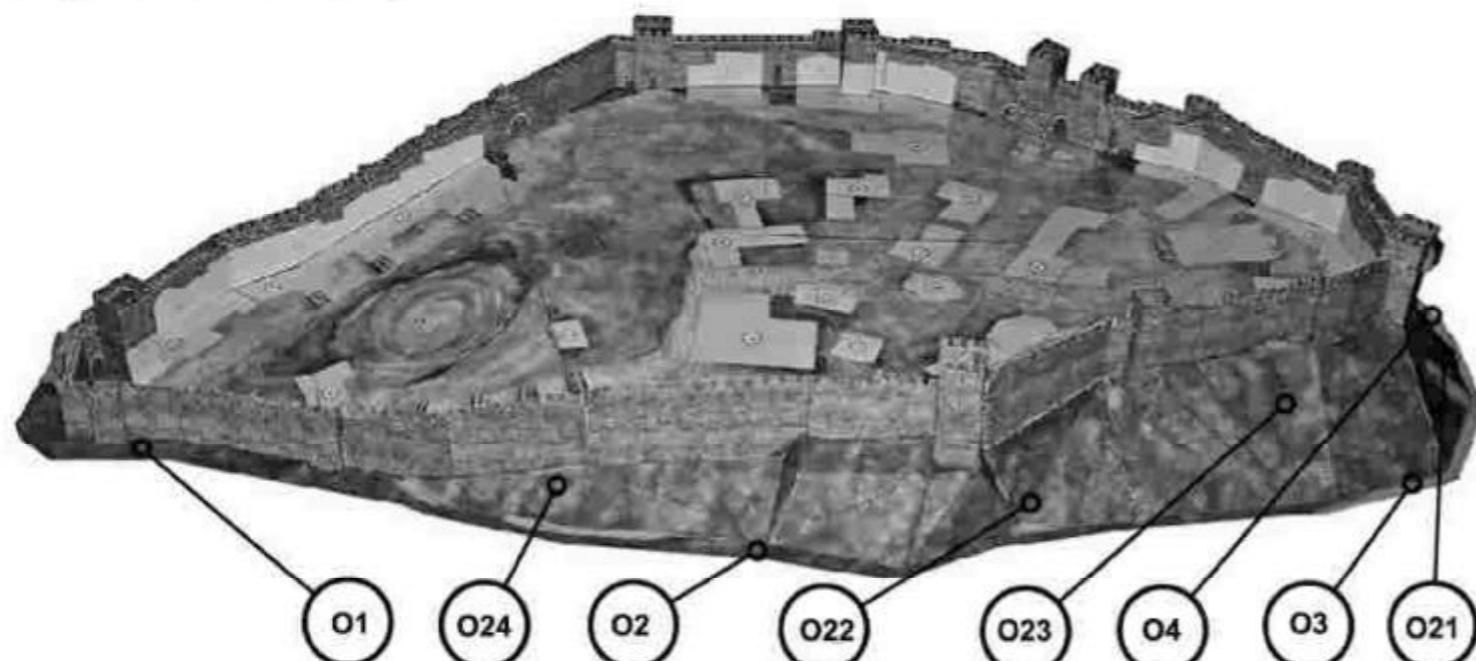
Start erecting the castle wall with element **K1**. Add the battle ground **K2** and the exterior wall **K3** to the front. On both sides place the towers **K4** and **K5** and then continue with the exterior wall **K6**, then **K7**, **K8** and **K29** in front. Now turn to the interior wall **K10** and the battle ground **K11**, to which you will now glue the tower **K27** and the stairs **K28** on the indicated place. In front of these is the place for assembling the wall **K12**. Next comes the interior wall **K13**, then **K26** and **K24**. To **K24** glue the jetty over the entrance **K24a**, while to **K13** the stairs **K25**. Glue the interior wall **K14** and **K22** in front of it. The tower **K23**

stands on these two walls. Form a tower out of element **K21** and glue it in its place on the base. The next wall is **K15** and **K20** in front of it. Using element **K17** make the main gate with the two flanking towers. Add elements **K18** and **K19** and glue the ready module to the base. On the interior side of the wall glue the stairs **K16**. Close the interior gate with the wall **K30** and glue to this wall the elements **K30a**, **K30b** and **K30c** and the exterior wall **K31** in front of it. Glue tower **K32** to the base and on it the jetty **K32a**. What now remains to be done is to glue the exterior wall **K33** and the city's castle wall is now completed.

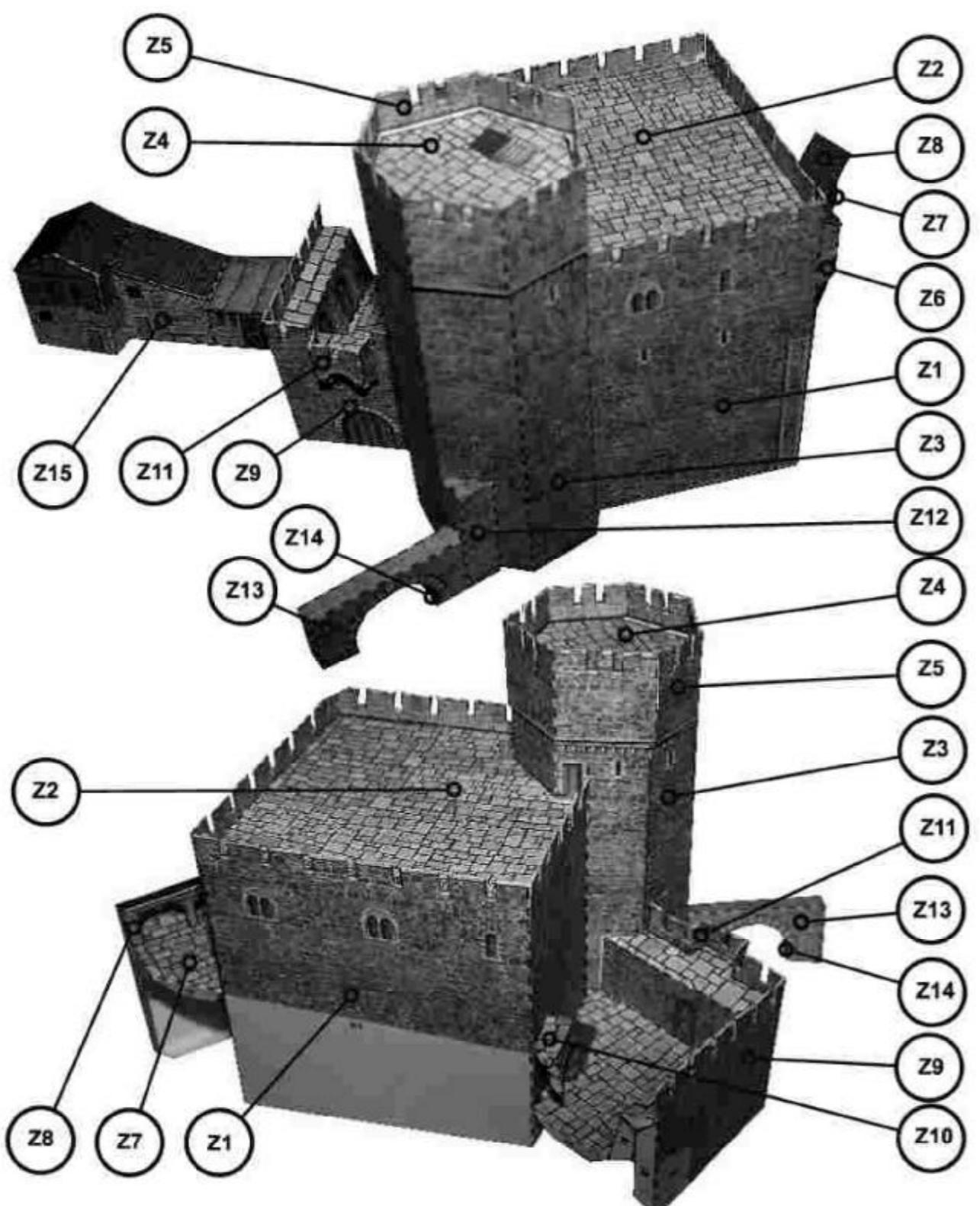


STAGE 3. EXTERIOR TERRAIN

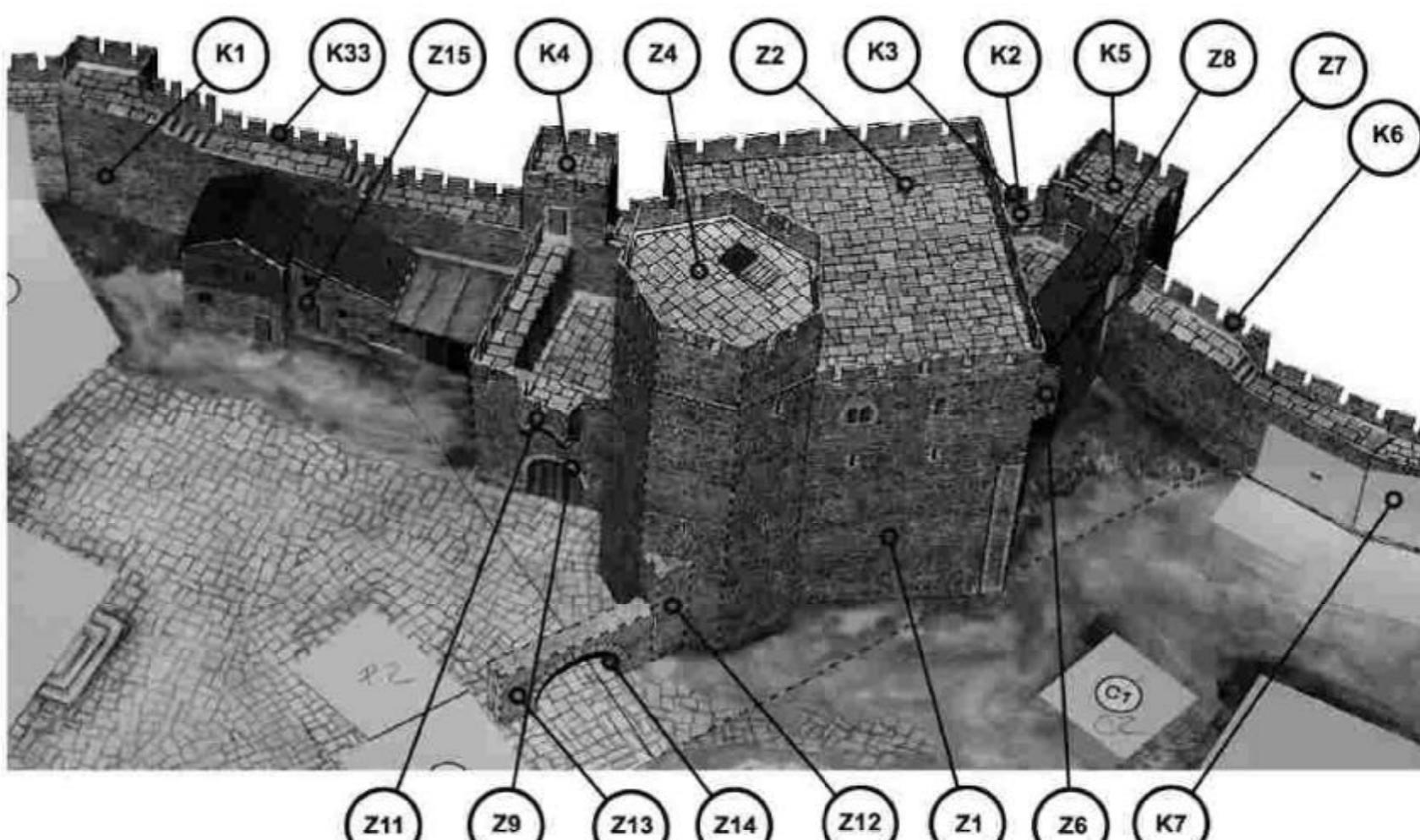
The first part of the assembly work is the access to the main castle gate. Glue the element **O16** to the base and to the castle wall. In front of that add **O17**. Then continue with terrains **O18** and **O19**. On the other side of the gate add the elements **O20**, **O21**, **O22**, **O23** and **O24**. You have now completed this stage of the assembly.



STAGE 4. THE CITY'S PALACE



First join the elements **Z1** and **Z2** to obtain the major corpus. Using parts **Z3**, **Z4** and **Z5** build the main tower f the palace. Glue the jetty **Z6** on the indicated place and glue that to **Z1**. The ready module can now be connected with the base and the castle wall. Add wall **Z7** and the shade **Z8** over it. On the other side glue **Z9**. Add staircase **Z10** in the interior yard and the jetty over the entrance **Z11**. To the main tower glue the supporting column **Z12**. Using elements **Z13** and **Z14** make the gate and glue it to the base and tower **Z3**. Glue the set of utility buildings **Z15** on the indicated place and the palace is now ready.

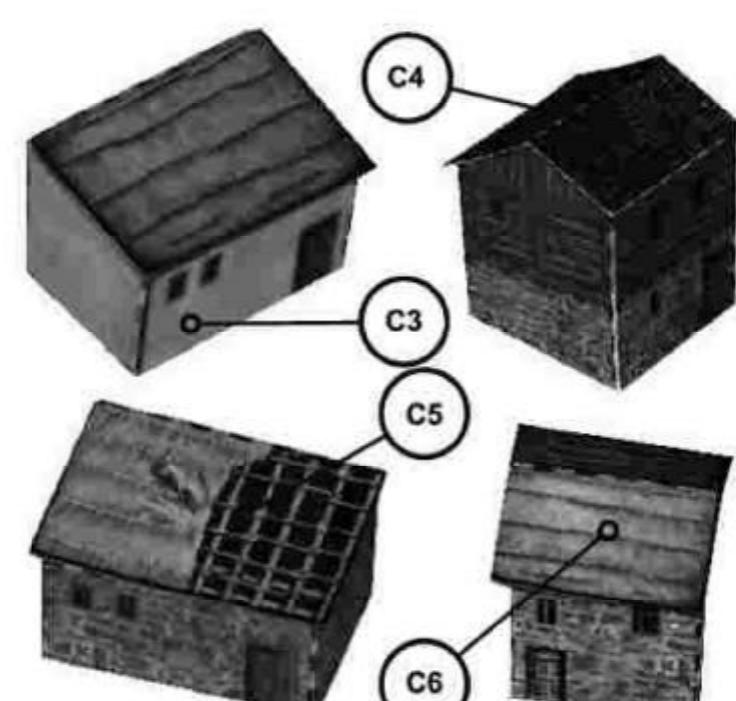
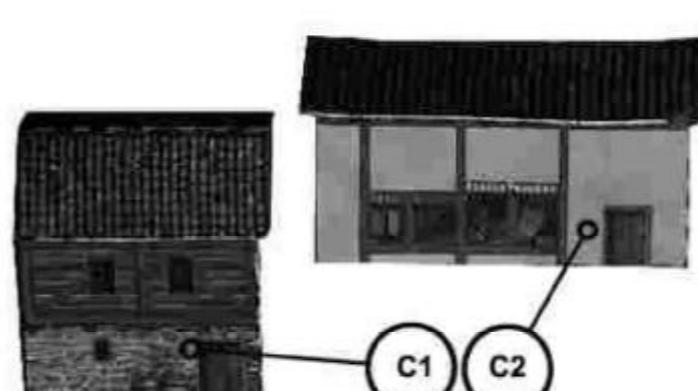
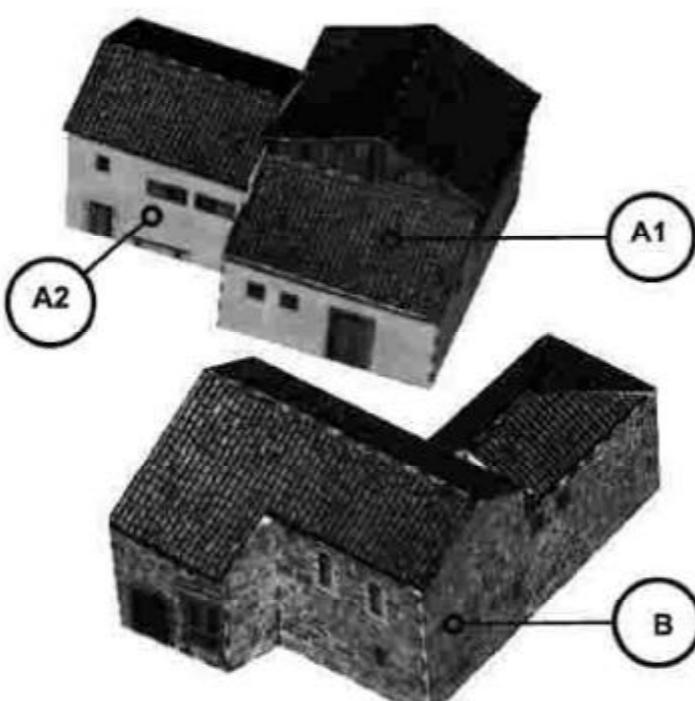


STAGE 5. THE TOWN'S QUARTERS

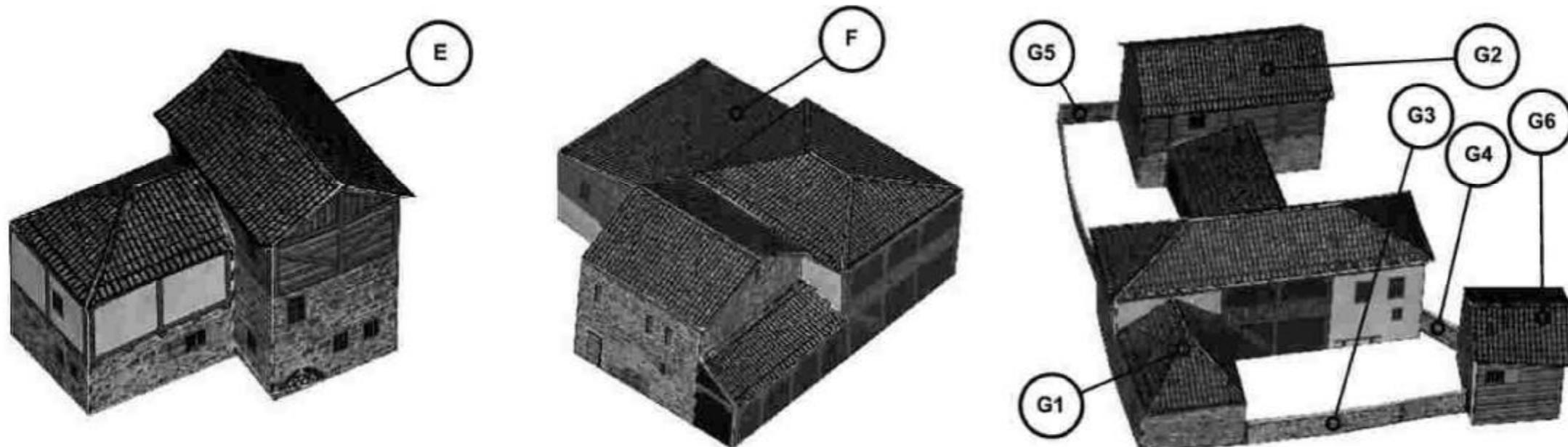
The city's houses are of two different types individual and grouped in complexes (neighborhoods). Each one of them is indicated with a Latin letter, placed also on the location on the base, where it must be glued.

Complex A is made up of elements **A1** and **A2**. Glue the ready complex to **O15b**.

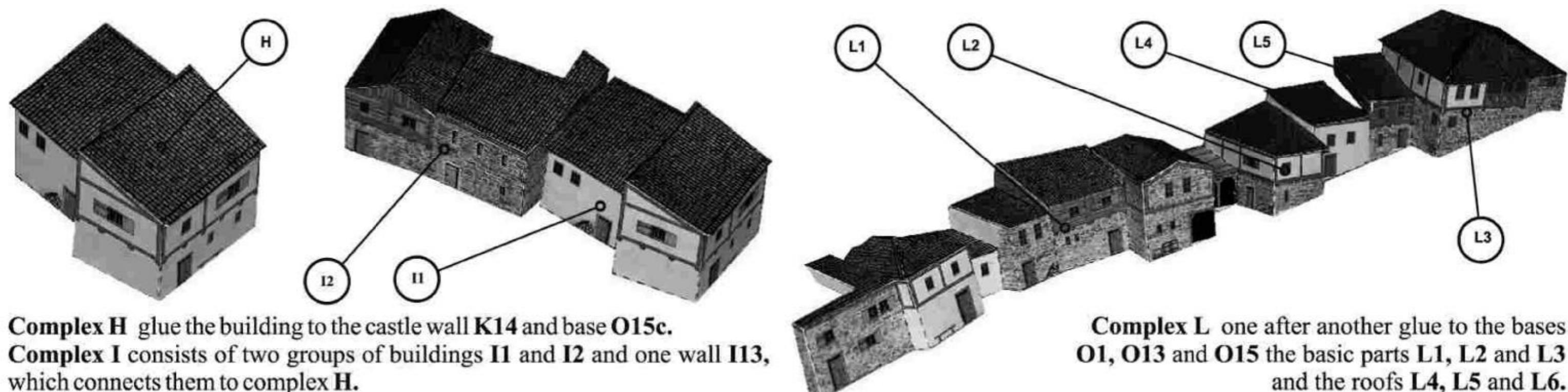
Complex B is made up of only one element. The place of the building is over **O15b**.



Complex C is made up of several dispersed single building **C1**, **C2**, **C3**, **C4**, **C5** and **C6**. Find their places on the base and glue them to the marked places.

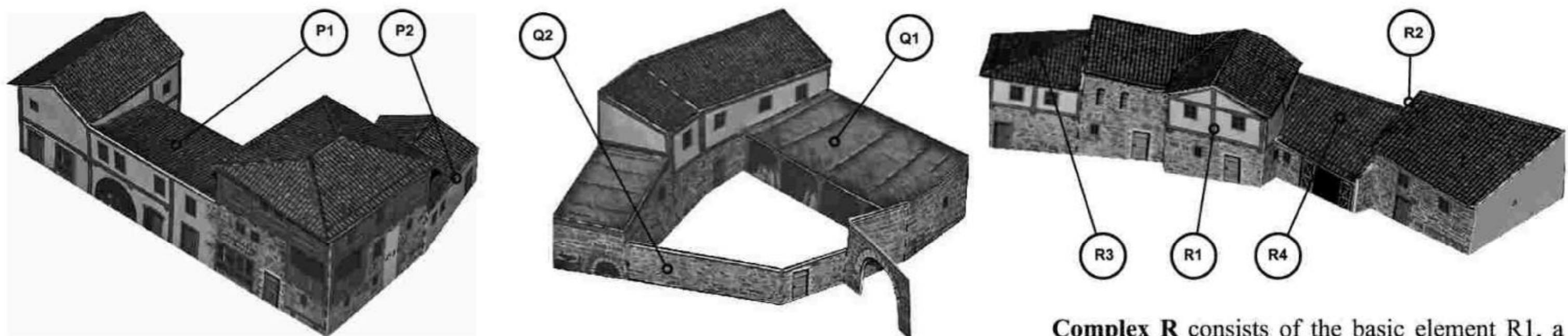


Complex D is made up of one element, which is glued to **O15b**.
Complex E is also located on **O15b**.
Complex F is made up of one element, which is glued to **O15b**.
Complex G is made up of the buildings **G1**, **G2** and **G6** and the wall which connect them are **G3**, **G4** and **G5**.



Complex H glue the building to the castle wall **K14** and base **O15c**.
Complex I consists of two groups of buildings **I1** and **I2** and one wall **I3**, which connects them to complex **H**.

Complex L one after another glue to the bases **O1**, **O13** and **O15** the basic parts **L1**, **L2** and **L3** and the roofs **L4**, **L5** and **L6**.



Complex P is located on base **O7b** and consists of the elements **P1** and **P2**.

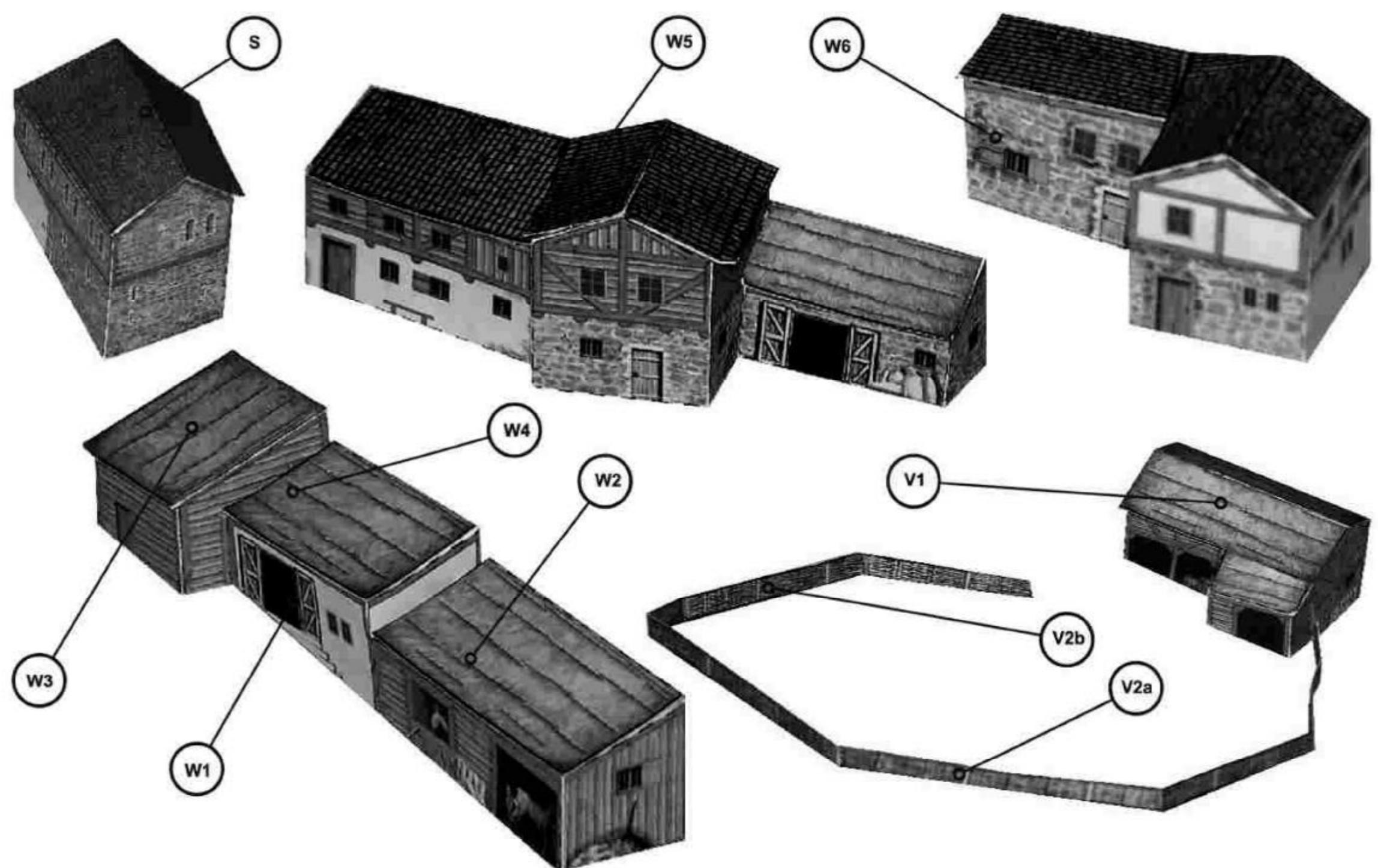
Complex Q includes the building **Q1**, a wall and the arch over the street **Q2**.

Complex R consists of the basic element **R1**, a cross wall **R2** as well as the Roofs **R3** and **R4**. Glue its elements on **O7b**.

Complex S is the largest building in the city after the palace. It is located at **O7b** and is made up of one element.

Complex V consists of a barn **V1** and the fence of the stack-yard **V2**. Glue the two parts **a** and **b** of the fence (face and back) and glue that to the base. At the center of the fenced off place there is a dot. Make an opening in that dot and glue in a tooth pick or a piece of small wooden peg with a length of about 2-3 centimeters. This is the pole around which they used to run the horses.

Complex W us a series of several houses, located around the castle's wall. Start with the stables **W1**. After gluing them to the base, add roofs **W2**, **W3** and **W4** and then glue to base houses **W5** and **W6**.



STAGE 6. THE CHURCHES

The three churches are marked with the letters **M**, **T** and **X**. After assembling them as individual complexes, glue them to their indicated places on the base.

Church X – This is the smallest of the three churches and closest to the palace of the ruler. It is believed that this was his personal church.

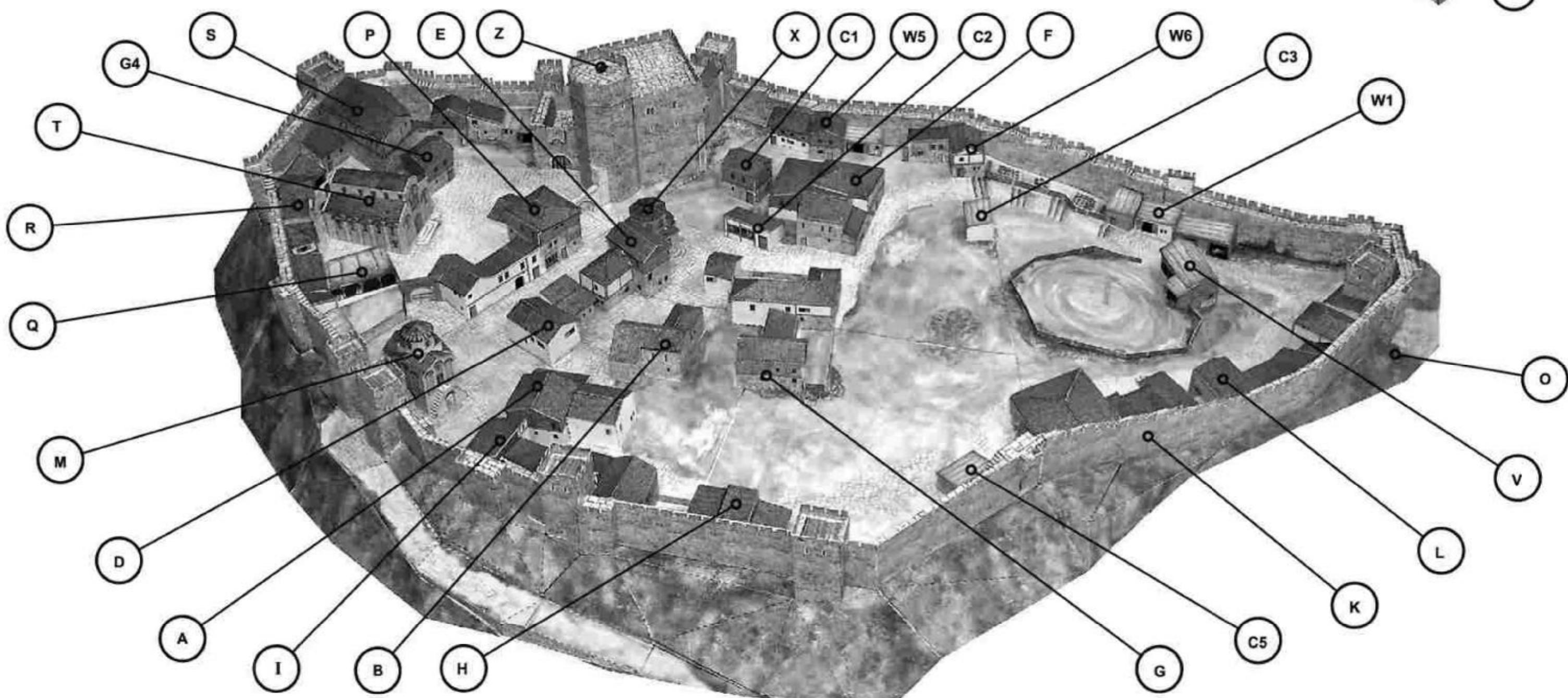
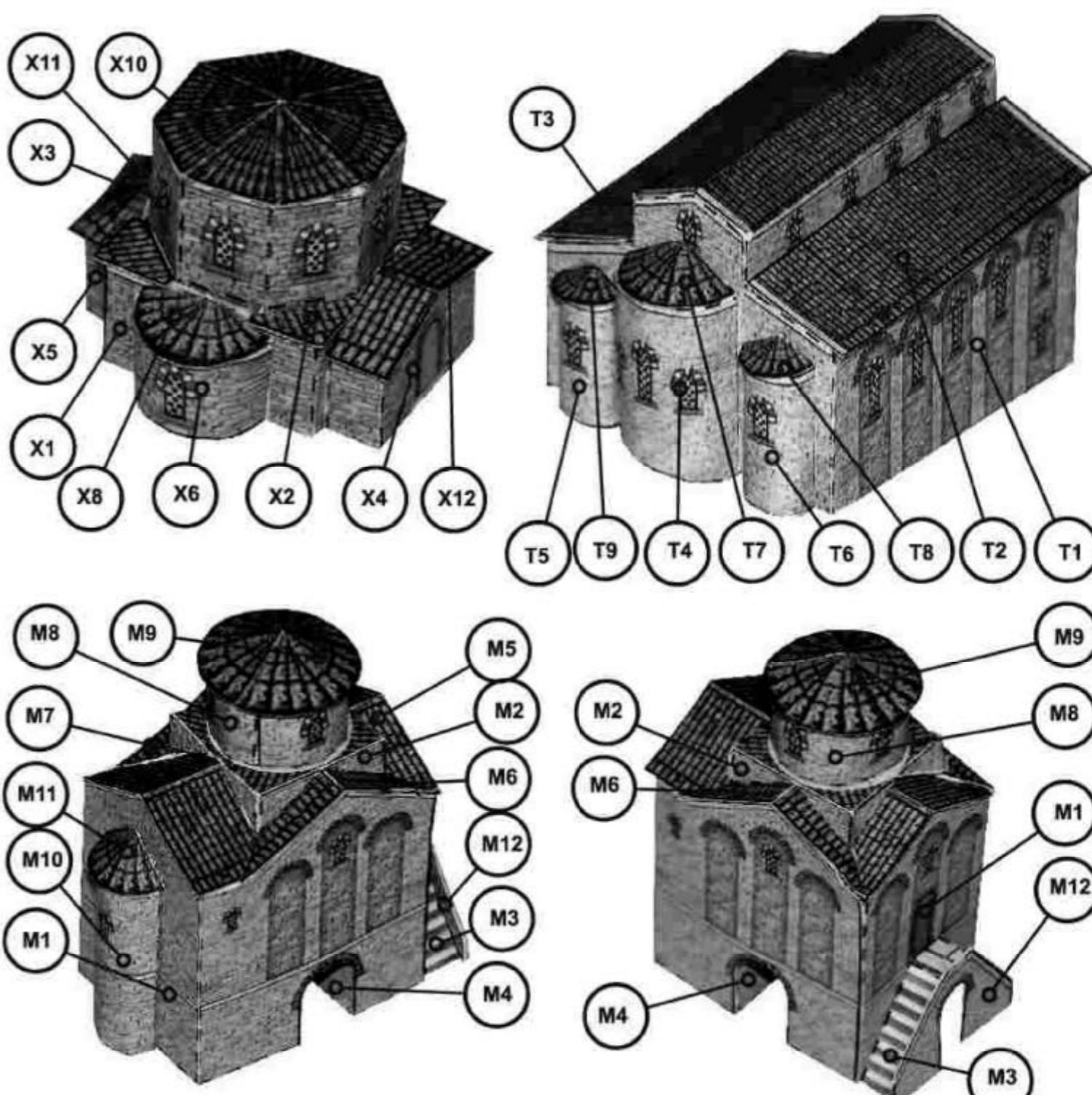
To the basic corpus **X1** glue the roof **X2**, then the drum of the vault **X3** and the roof **X10**. Add the entrance **X4** with its roof **X12**. Glue the three apses **X5**, **X6** and **X7**. It now only remains to place the roofs **X8**, **X9** and **X11**.

Church T – This triple nave basilica is located in the highest and most densely built part of the city and in most probability it served as its main church.

Assemble the corpus of the basilica from element **T1**. Glue the side roofs **T2** and **T3** and add the three apses **T4**, **T5** and **T6**. Place their small roofs **T7**, **T8** and **T9**.

Church M – This double floor construction and is located immediately next to the main gate, just over the main street. The lower floor (half underground) contained a crypt, while the church itself was built on the second floor.

To the base **M1** glue the corridor to floor one **M4**. Add the apse **M10** with the roof **M11**. Next assemble the staircase to the church itself of the elements **M3** and **M12**. Glue the roof **M5** and the side roofs **M6** and **M7**. On these, place the base of the vault **M2** and over that, the drum **M8**. It remains only to glue the roof **M9** and the assembly of the church will be completed.



SOME USEFUL TIPS

The numbers on the various elements: Each element has two numbers on it. In the red colour is the number of the respective element, while the remaining digits indicate the elements, with which it must be connected. In this way, even if not everything is absolutely clear from the assembly plan, you may orient yourself on the basis of these numbers.

Easy folding of the elements: Fold along all marked broken lines. In order to do this better first carefully press along the line using a ruler and for example a blunt knife (take care not to cut the element). Folding the element after that is going to be neat and easy.

What glue to use: Do not use water-based glue (for office needs). Such glues are not very stable and besides,

they may deform the cardboard. Better use the glue recommended on the box, containing the model or a similar type but definitely not acetone based.

How to make an oval shape (for example a round vault): You can use a pencil, ballpoint or some other round-shaped object around which to wind up the element several times. For larger elements you may use the

edge of the table and pass the element with some force over it several times, after which gluing the two ends of the element will not be hard.

The castle's walls: To obtain a castle wall with arrowloops, fold along the marks and glue the two parts together face and back. After the glue has dried well using a small pair of scissors cut out the white squares of the loops.

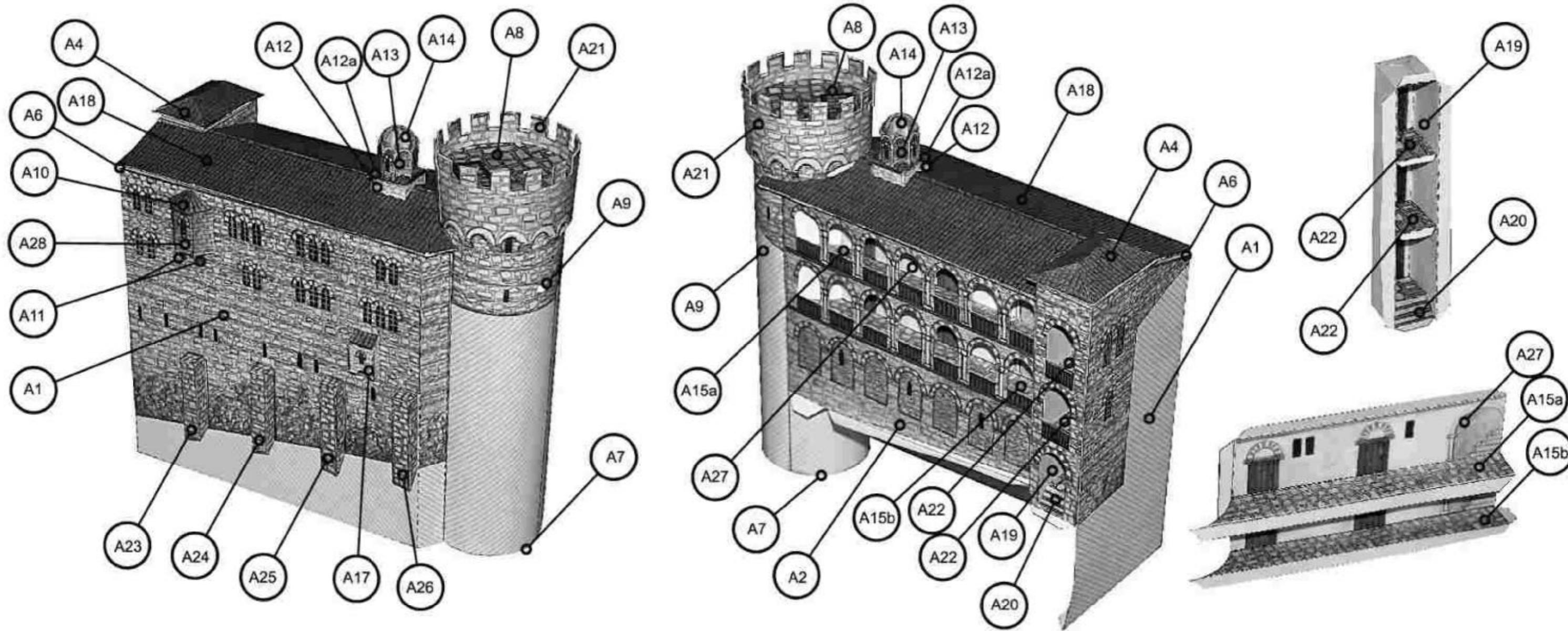
THE ROYAL PALACE OF TSAREVETS – INSTRUCTIONS FOR ASSEMBLY

THE CORPUS OF THE ADMINISTRATIVE BUILDING

The building was a representative facility on several floors, which had contained the offices of important palace officials. It was located immediately next to the main entrance and was richly ornamented. The underground floors in the direction of the river contained deep cellars, containing all kinds of food and other reserves.

The start of the assembly of this corpus must begin with the internal corridors and the staircases. Connect elements A19, A20, A22 (two units), in order to obtain the floors in the tower-staircase and then glue the ready module to wall A1. In the same way you can connect wall A27 with floors A15a and A15b and glue that

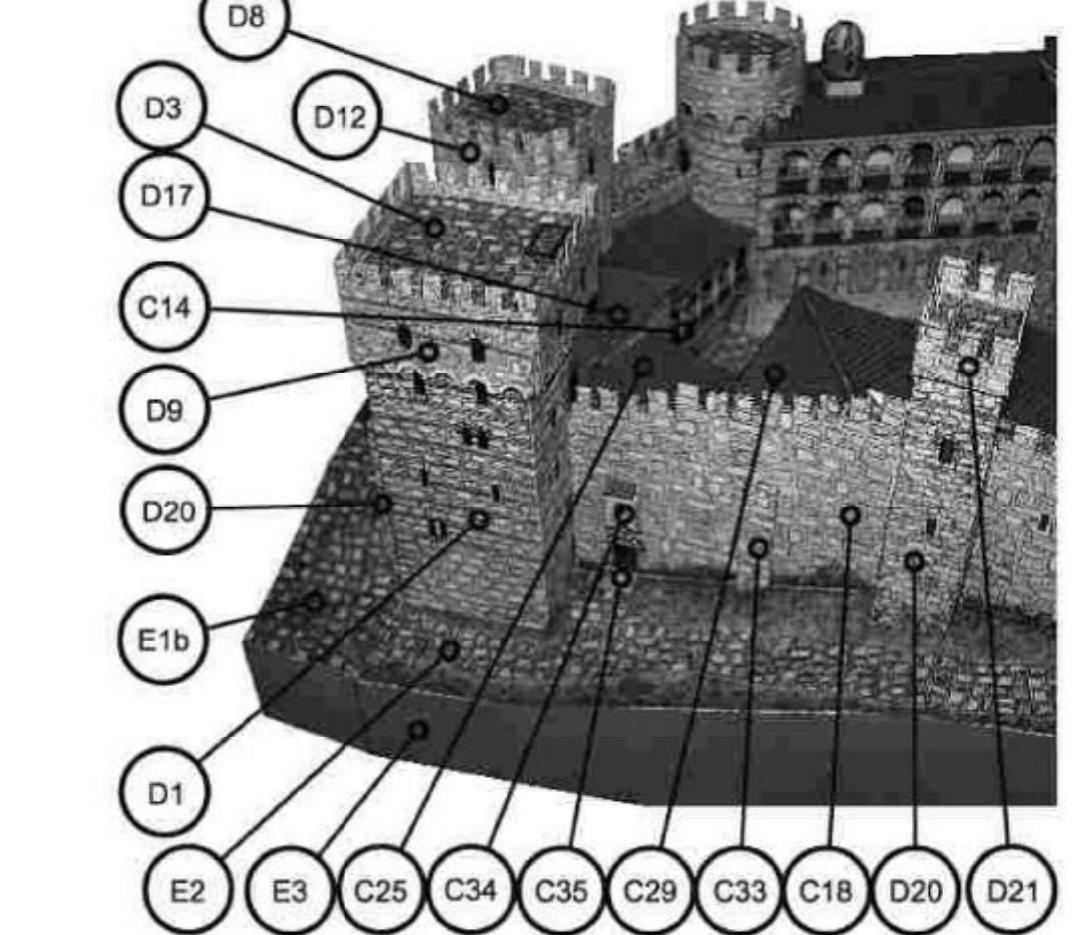
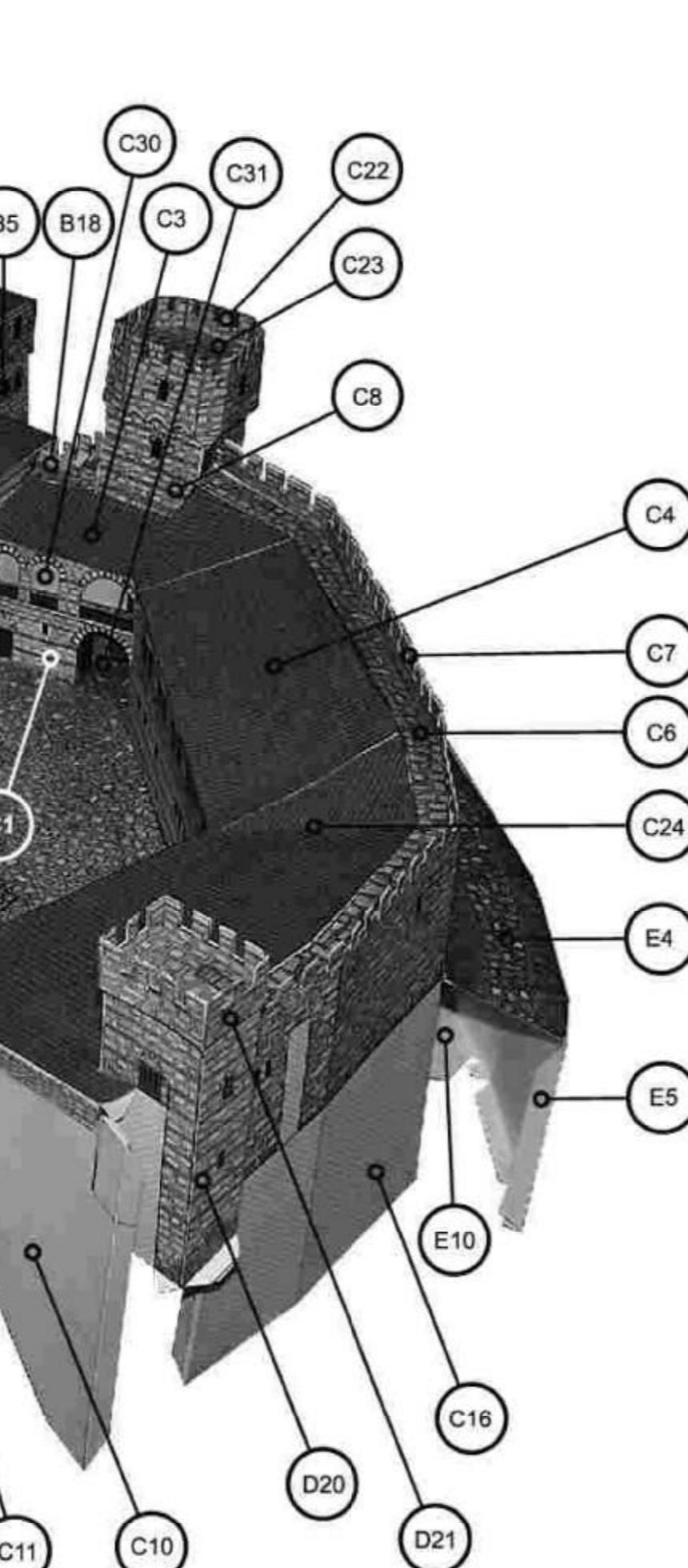
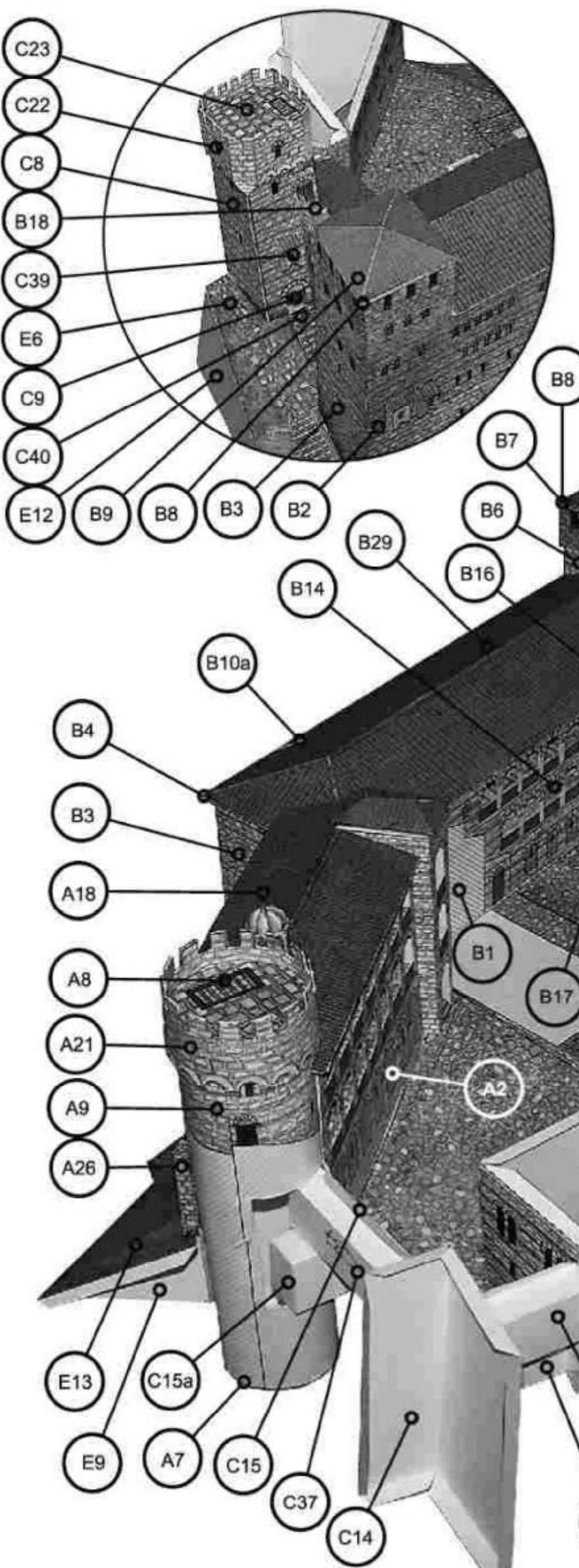
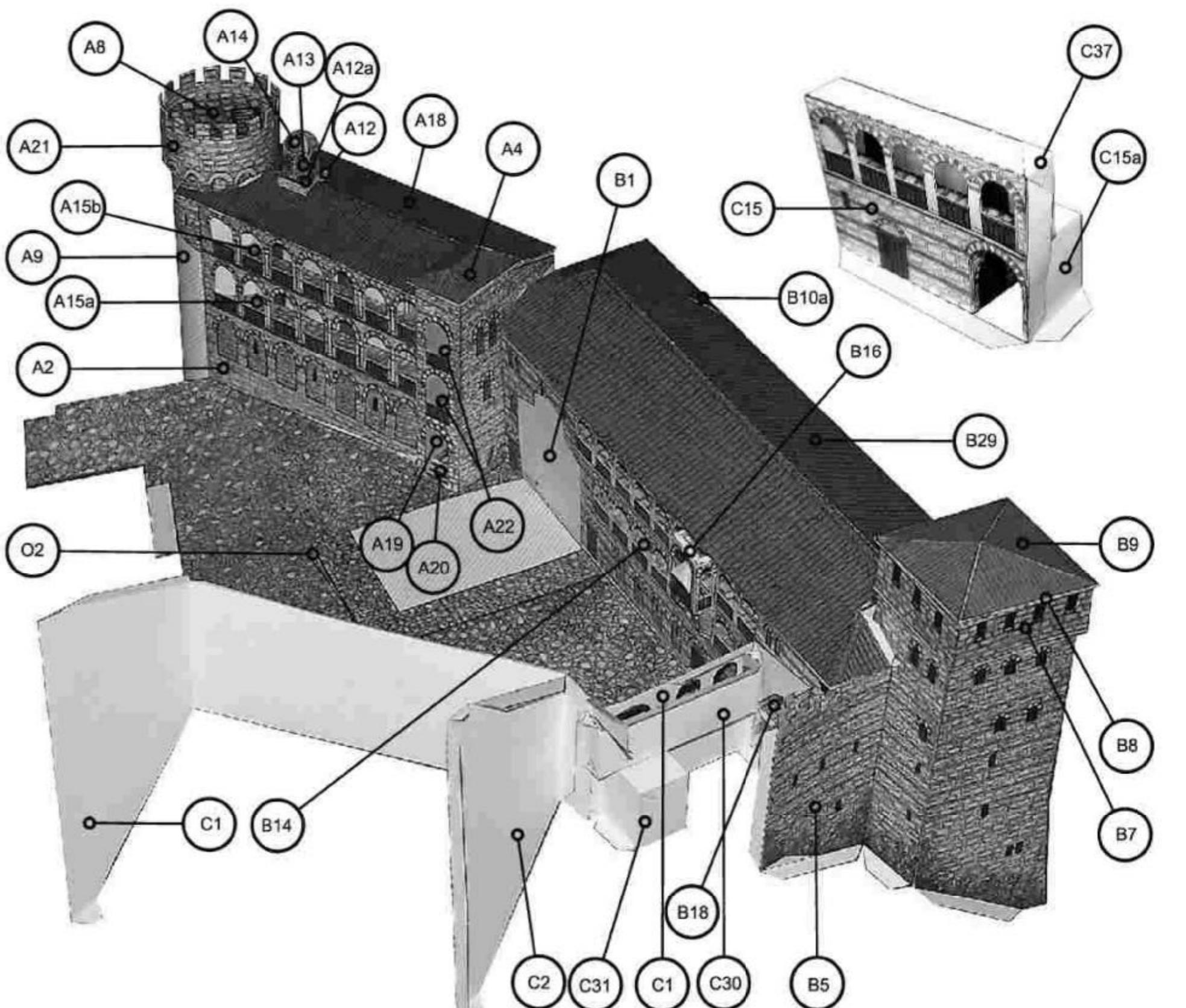
part to the set location to wall A2. Prior to this, you can cut out the arches of floors two and three. To wall A1 glue the jetty A28 with its roof A10 and the supports A11. On this location place also the second jetty A17, as well as the supporting columns A23, A24, A25 and A26. Connect the walls A1 and A2 and over them place first the under roof A6 and over that the roof A18. Over the tower glue roof A4. Assemble, as a individual module, the vault over the chapel, which consists of the elements A12, A12a, A13 and A14. Glue that to roof A18. Form the cylinder from element A9 and glue on top and below the elements A7 and A8. As it has been said, place the jetty floor A21 and you can now enter the ready tower to the remaining part of the corpus A.



CORPUS C. THRONE-HALL AND OTHER BUILDINGS IN THE YARD

Within the interior yard and in this location numerous buildings have been built, connected with the life of the palace's inhabitants. Around the two entrances premises were set up to serve as an arsenal, kitchen and dining room all located close to the Small gate. The Throne hall, off course, holds a central position immediately opposite the palace Church and the residence of the ruler. A richly decorated parade staircase is located next to the Throne hall.

Cut out the arches of the second floor of the element C1 and on its internal side glue corridor C30. Again, on the interior side you must glue the corridor to portal C31. On the indicated place on the interior side glue the supporting wall C2. Over the wall C1 glue the roofs C3 and C4 and in front of them the battle lane C6. To the interior yard O and C1 add the wall C10 (with the gallery C38) and over that the roof C24. In front of C6 glue the castle wall C7. Now comes the moment to assemble the tower over the small gate. To the corpus of that which is C8 glue the niche for the gate C9, the overhanging gate's jetty C39 and the battle place C23. It now remains to form the window bay floor C22 and to glue the tower to the remaining part of the model. In front of that and the corpus B glue

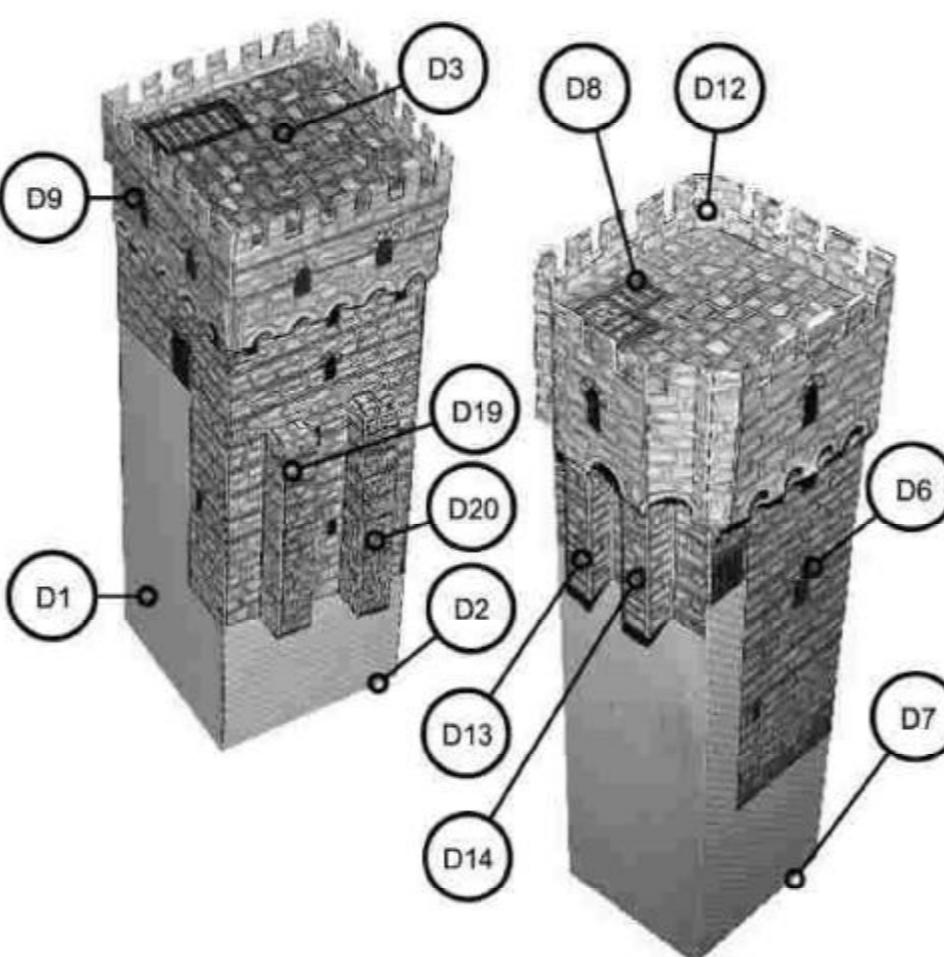


the exterior terrain E6 and via the supporting wall E12 connect that to the base E16. In front of the tower glue the stairs C40. Add the next exterior terrain E4 and the supporting wall E5. Between the wall C7 and the tower C8 place the building, which consists of the wall C28 and the roof C5. It is now time for the castle wall C16 and the supporting masonry C32. Glue the wall C11 to the interior backyard and C10. From the elements C12, C12a and C12b you may form the parade staircase and glue that to the indicated place in front of C11. Cut out the arches of the second floor of wall C13 and on the interior side glue the gallery C36. The ready element can now be connected to the backyard and C11. Cut out the arches of the second floor of wall C15 as well as the arch of the main entrance. Glue the corridor to the entrance C15 and the gallery of the upper floor C37. The ready module can now be connected with the backyard and the entrance tower A9. Between walls C13 and C15 glue wall C14.

CORPUS D. MAIN FACADE OF THE PALACE –

The northern facade is the main one in the palace. The central entrance was located here and there was a spacy square located in front. It was well guarded with three towers, located close to one another. One of them is the northwestern tower and it was the main one in the palace (the so called „donjone“) and was particularly well protected. In front of the main entrance there was an additional enforcement, which was a major obstacle to its capture.

Arrange the tower from the wall **D20** and the banister **D21**. Glue that to the indicated place to the wall **C16** and the roof **C24**. On the interior side of the castle wall **C18** glue **C18a** in such a way so that the pinnacles fit together. In front of **C18** glue the battle track **C19**. In front of the wall add the overhanging jetty (above the gate) **C34** and the supporting masonry **C33**. The ready module you can glue to the

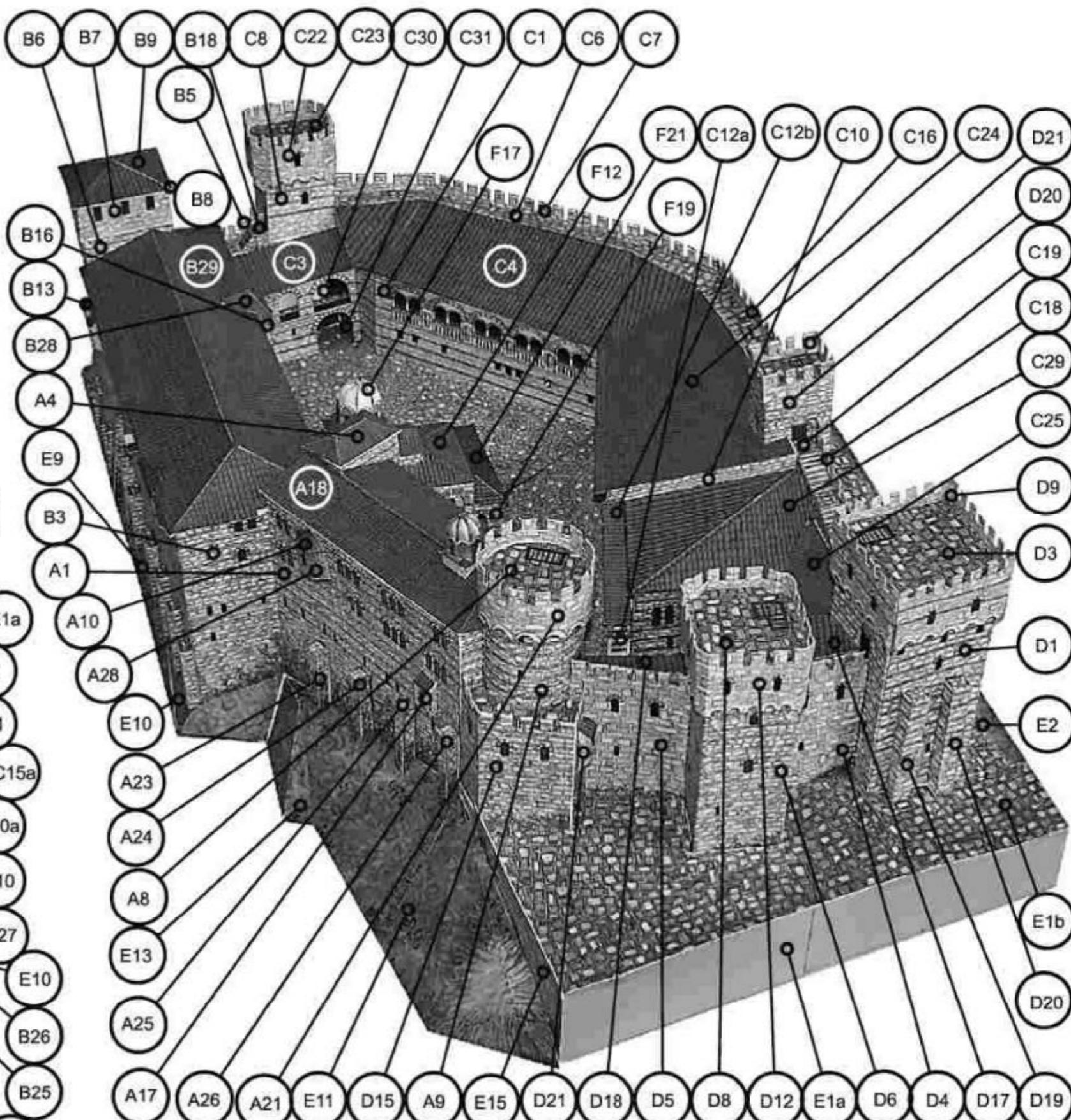
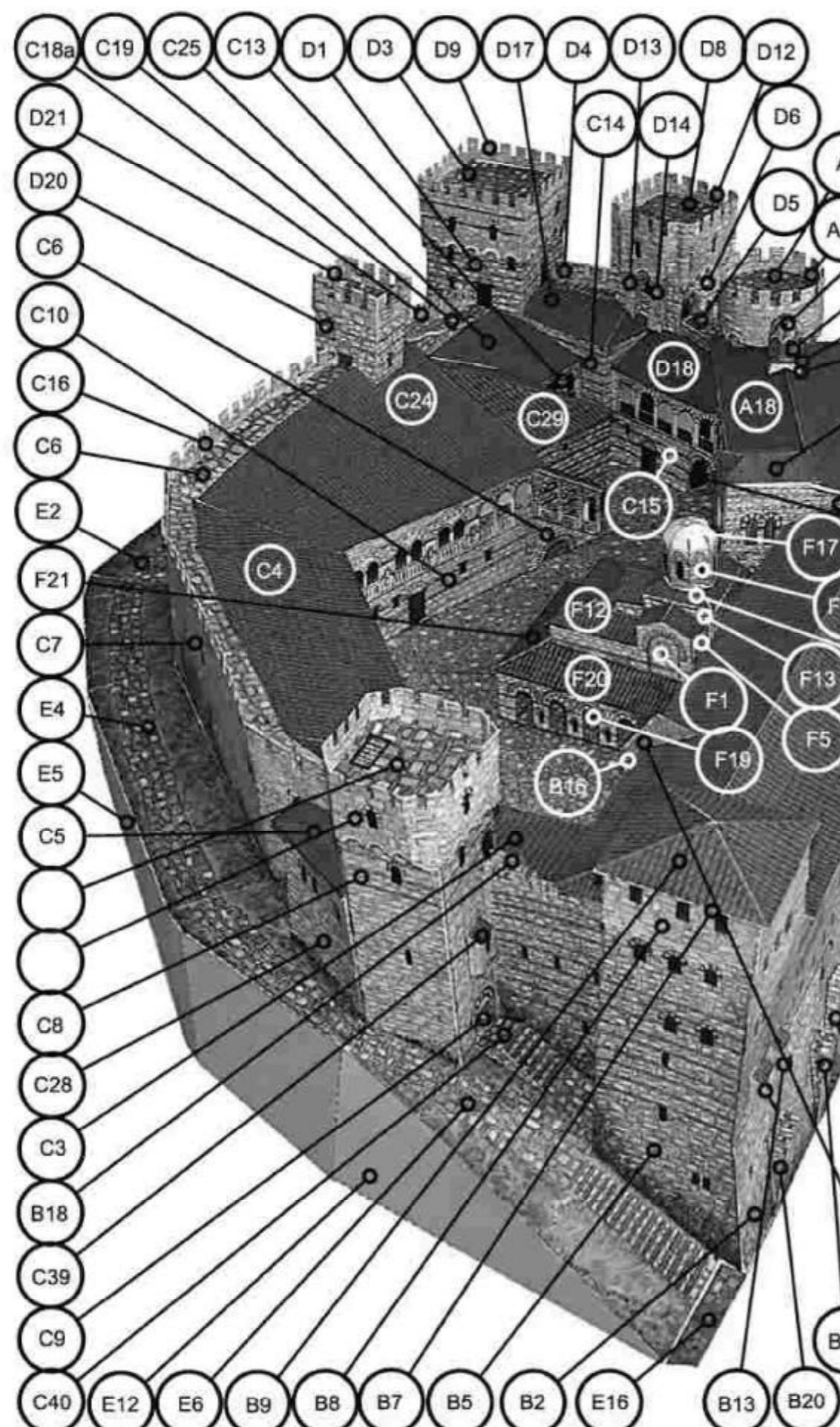


remaining part of the model. To the tower **D1** glue the floor **D2** and the battle ground **D2**. You can form the jetty floor around it with element **D9**. In front of the tower glue the two supporting columns **D19** and **D20**. The completed tower can now be connected to the ready model.

In the same way from the wall **D6**, under **D7** and the battle ground **D8** you can form the next tower. To the corpus you can glue the two columns **D13** and **D14**. Add the jetty floor **D12**. The ready tower you can glue to the walls **C14** and **C15**, as illustrated. Between the two towers **D1** and **D6** place the castle wall **D4**. Between the towers **D6** and **D9** glue the wall **D5**. On the buildings thus formed you can now glue the roofs **C29** (over **C11**), **C 25** (over **C13**), **D17** (over **C14**) and **D18** (over **C15**). Connect the bastion in front of the main entrance **D15** with the niche of the entrance **D16** and the overhanging gate jetty **D21**. Now you can glue the ready element to the marked location.

CORPUS E. EXTERIOR TERRAINS

The palace of the Bulgarian tsars as located on a terrace, a little lower than that of the Patriarchy and an a very uneven terrain. Steel rocks hang over the Yantra river at the foot of the hill and the only rather more leveled ground was that of the square in front of its northern facade.



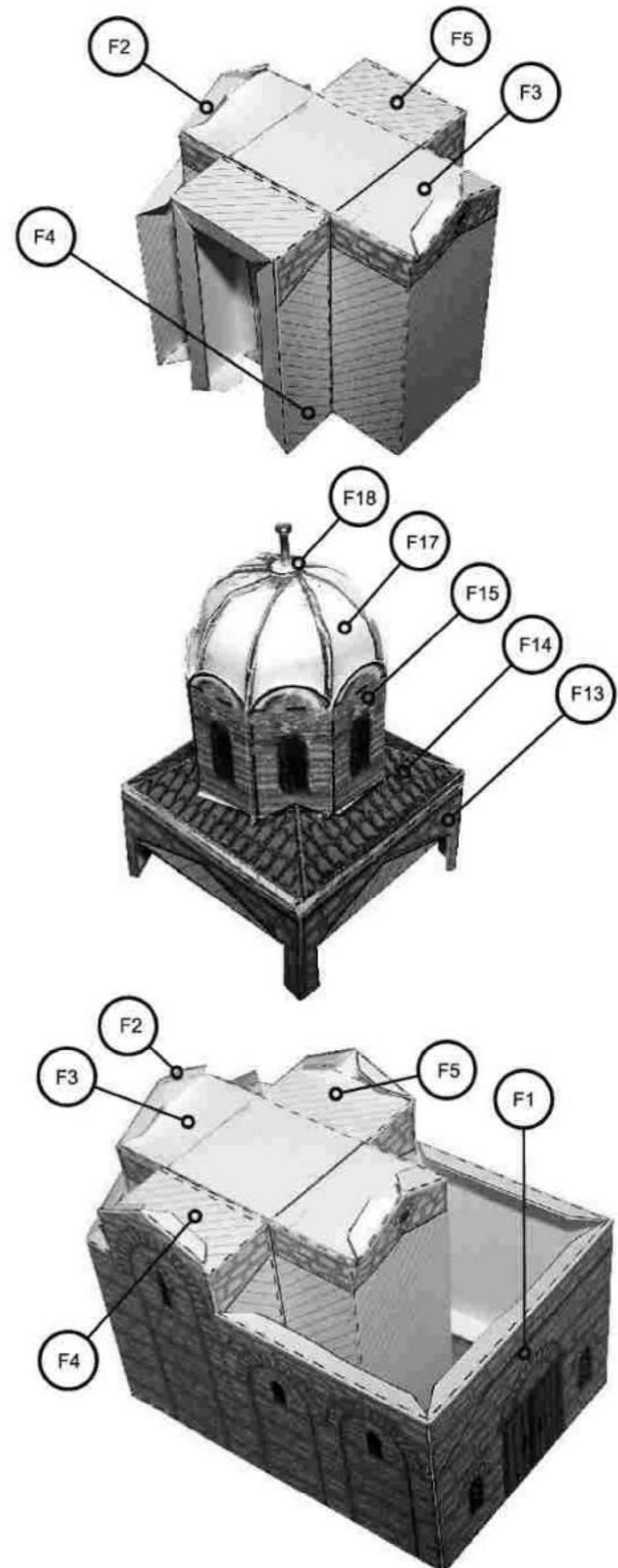
You have already glued part of the exterior terrains and the base, namely **E4**, **E5**, **E6**, **E9**, **E12** and **E16**. Now you can glue the base **E7** to **E16** and after that **E8**. Add **E14** between **E8** and **E9** in order to open the contour of the base. Glue the exterior terrain **E2** to the ready model and in front of that place the supporting wall **E3**. In front of the wall **D4** and the tower **D1** glue the terrain **E1b** and next to that **E1a**. To **E1** glue the masonry wall **E15** and in front of it terrain **E11**. In front of the wall **A1** you can now glue terrain **E13**. Complete the formation of the exterior terrain with the addition of terrain **E10**.

CORPUS F. THE PALACE'S CHURCH

The Church of the palace, „St. Petka“, was located in the center of the interior yard and was the most richly decorated building in the area. The church hosts the remains of the saint and several of the Bulgarian tsars were also buried here. Once upon a time a wide opened gallery passed around the facade.

From the elements **F2**, **F3**, **F4** and **F5** you can form the interior cross of the church. To that you can glue the exterior wall **F1**. Place the roofs **F6**, **F7**, **F8**, **F9**, **F10**, **F11** and **F12**. Assemble the vault as a separate module. Over the wall **F13** you can now glue the roof **F14** and over that, the drum of the vault **F15**. Use element **F17** to form the vault on the top of which you can glue the small circle **F18**. Before that, puncture the circle with a needle or a pin as shown on the illustration. Glue the vault to the lower roof **F16** and add that to the drum **F15**. The ready module can now be placed on the corpus of the church and you can then glue the church to the base and wall **B1**. Around them glue the exterior gallery **F19** and the roofs **F20** and **F21**.

You have now completed assembling the church and with it, the entire palace.



SOME USEFUL TIPS

The numbers on the various elements: Each element has two numbers on it. In bold type, brown in colour, is the number of the respective element, while the remaining digits indicate the elements, with which it must be connected. In this way, even if not everything is absolutely clear from the assembly plan, you may orient yourself on the basis of these numbers.

Easy folding of the elements: Fold along all marked broken lines. In order to do this better first carefully press along the line using a ruler and for example a blunt knife (take care not to cut the element). Folding the element after that is going to be neat and easy.

What glue to use: Do not use water-based glue (for office needs). Such glues are not very stable and besides, they may deform the cardboard. Better use the glue recommended on the box, containing the model or a similar type but definitely not acetone based.

How to make an oval shape (for example a round vault): You can use a pencil, ballpoint or some other round-shaped object around which to wind up the element several times. For larger elements you may use the edge of the table and pass the element with some force over it several times, after which gluing the two ends of the element will not be hard.

The castle's walls: To obtain a castle wall with arrowloops, fold along the marks and glue the two parts together face and back. After the glue has dried well using a small pair of scissors cut out the white squares of the loops.

The vaults: In order to obtain a regular vault, after pressing the marked lines with a blunt knife and cutting out the element, fold carefully each „leaf“ in order to obtain an oval shape. Then glue every second „leaf“. Finally glue the remaining „leaves“, being careful to obtain a correct shaped hemisphere. If necessary, you can slightly deform the paper so as to obtain the desired shape.

STAGE 1

STAGE 1. Forming the terrain (cliffy part)

Start assembling the terrain through connecting consequently elements 1, 2, 3, 4, 5, 6 and 7. They form a part of the cliffy hill, over which is placed the sanctuary. Stick to them the horizontal part 8. Then continue with elements 9, 10, 11, 12 and 13 with which you will 'close' the hill. Now it is turn to build the cliff with graves hewn into it, which presents the highest part of the complex. First you have to cut the two slots in element 17 and then stick the niches 18 and 19 to them.

Stick wall 21 from the one side and 16 from the other. The so

Stick wall 21 from the one side and 16 from the other. If formed module you should connect with element 20 and after that with elements 23, 22, 24 and 25. Stick pillar

after that with elements 23, 22, 24 and 25. Stick pillar 28 to the marked spot. From the other side add

28 to the marked spot. From the other side are elements 26 and 27. In the prior cut slot of

elements 26 and 27. In the prior cut slot of element 27 stick the cylinder formed through

element 27 stick the cylinder, formed through connecting details 14 and 15. They form a

connecting details 14 and 15. They form a big sanctuary hewn into the cliff. Connect

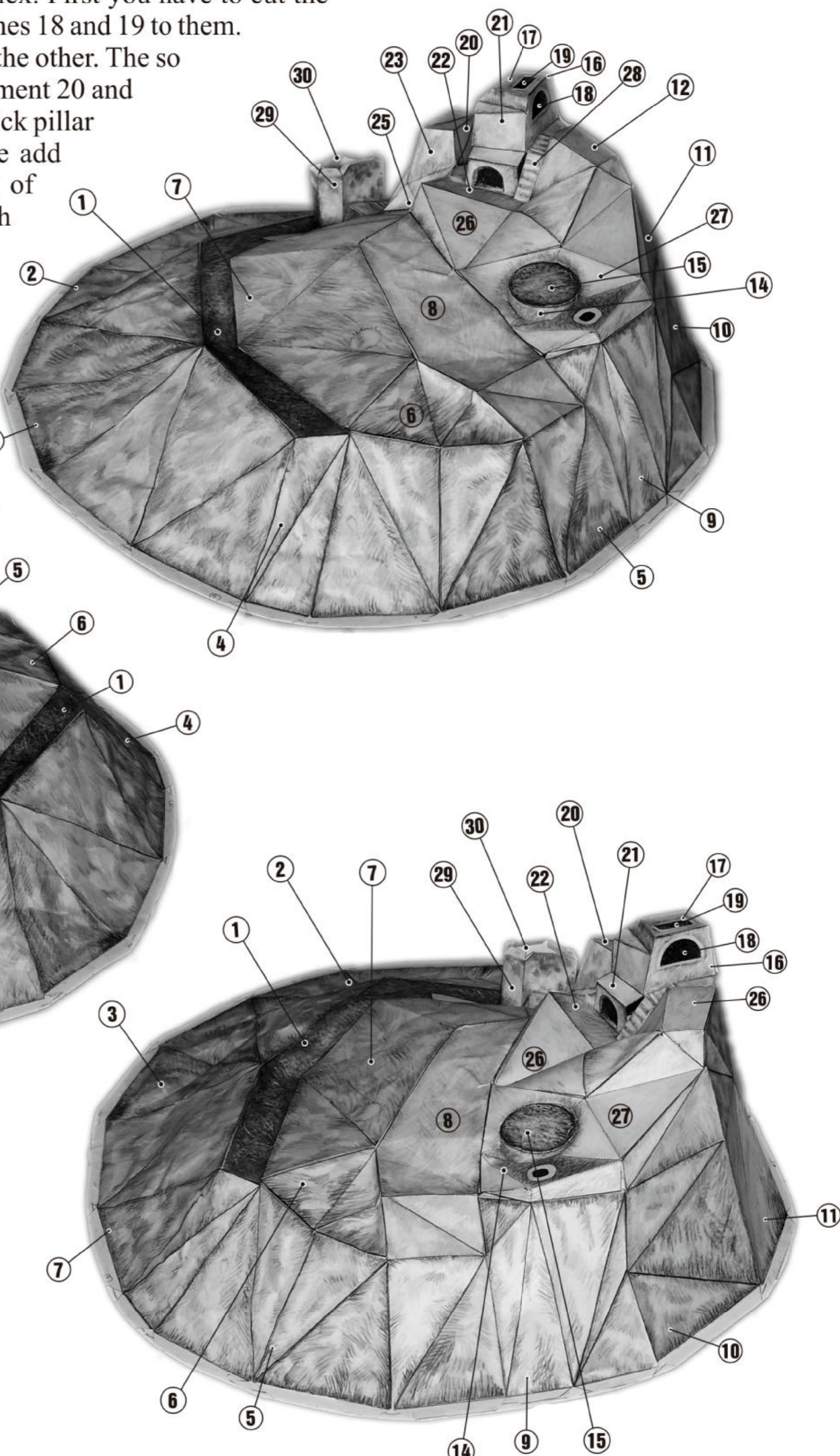
the so formed figure with the base. Now

you have to form the hewn cliff at the

entrance of the temple. It consists of

elements 29 and 30. Stick the ready cliff

to the base.



This stage of model assembling is completed.

STAGE - 2

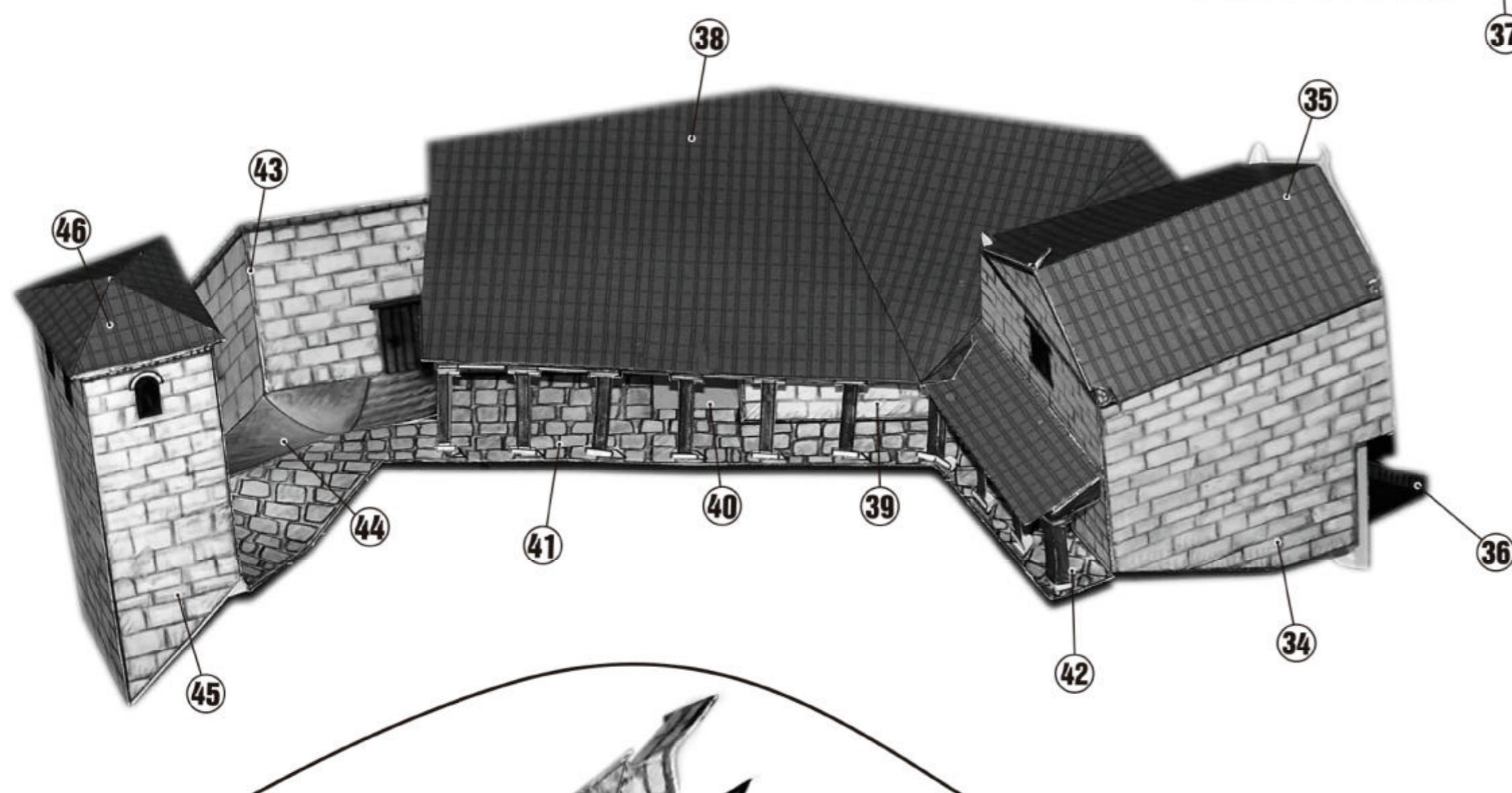
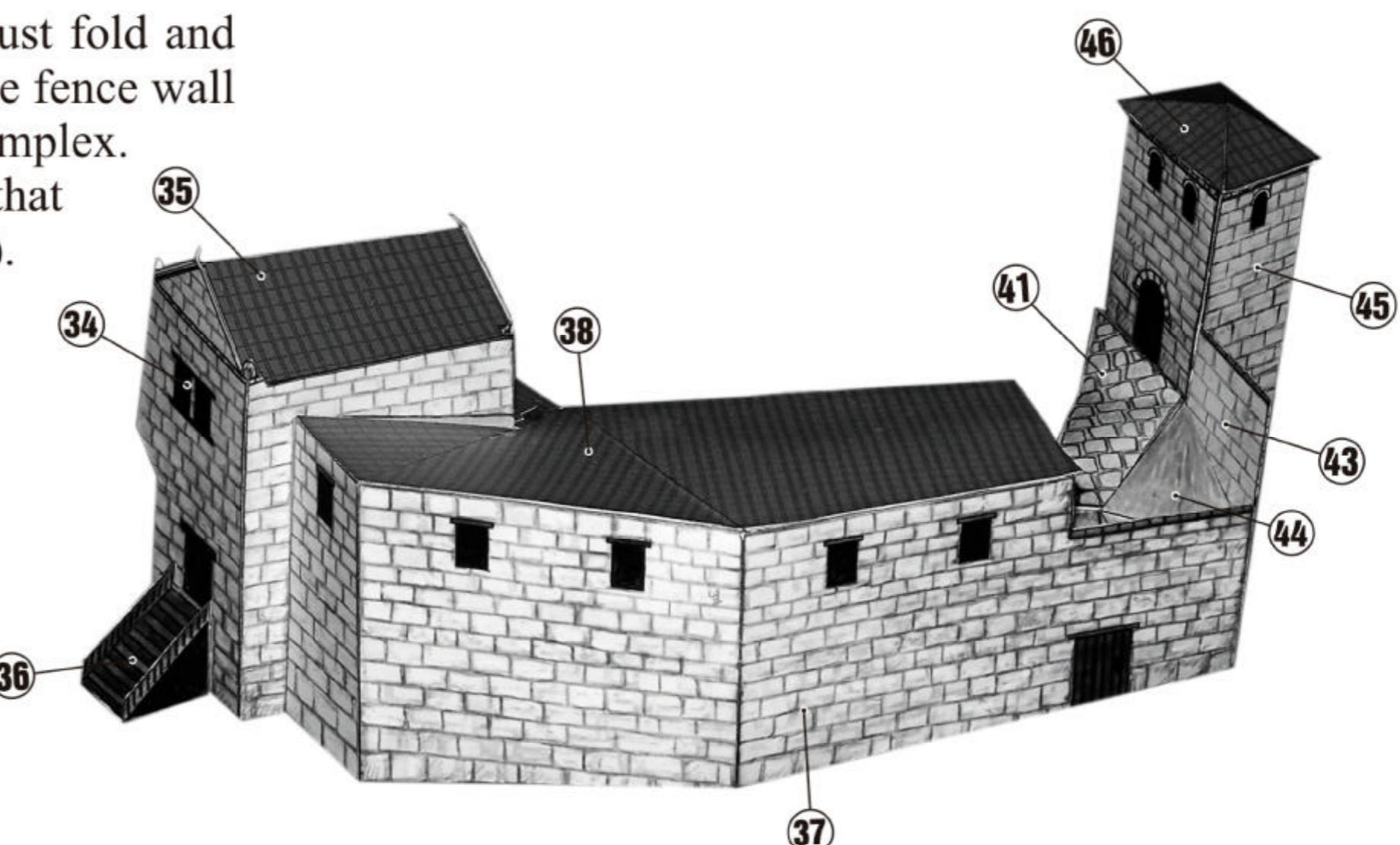
Assembling of buildings from lat historical times.

The specific in this sanctuary model is that we actually offer you two models, but not only one. First you can build the cliff sanctuary in its prehistoric outlook, and after that you can make and the buildings from the Hellenistic period – the temple, the wall around it (the clepsyd) and the other premises of the complex. The whole second part of the model is moveable; it could be assembled separate and placed over the other model. Have a good work!

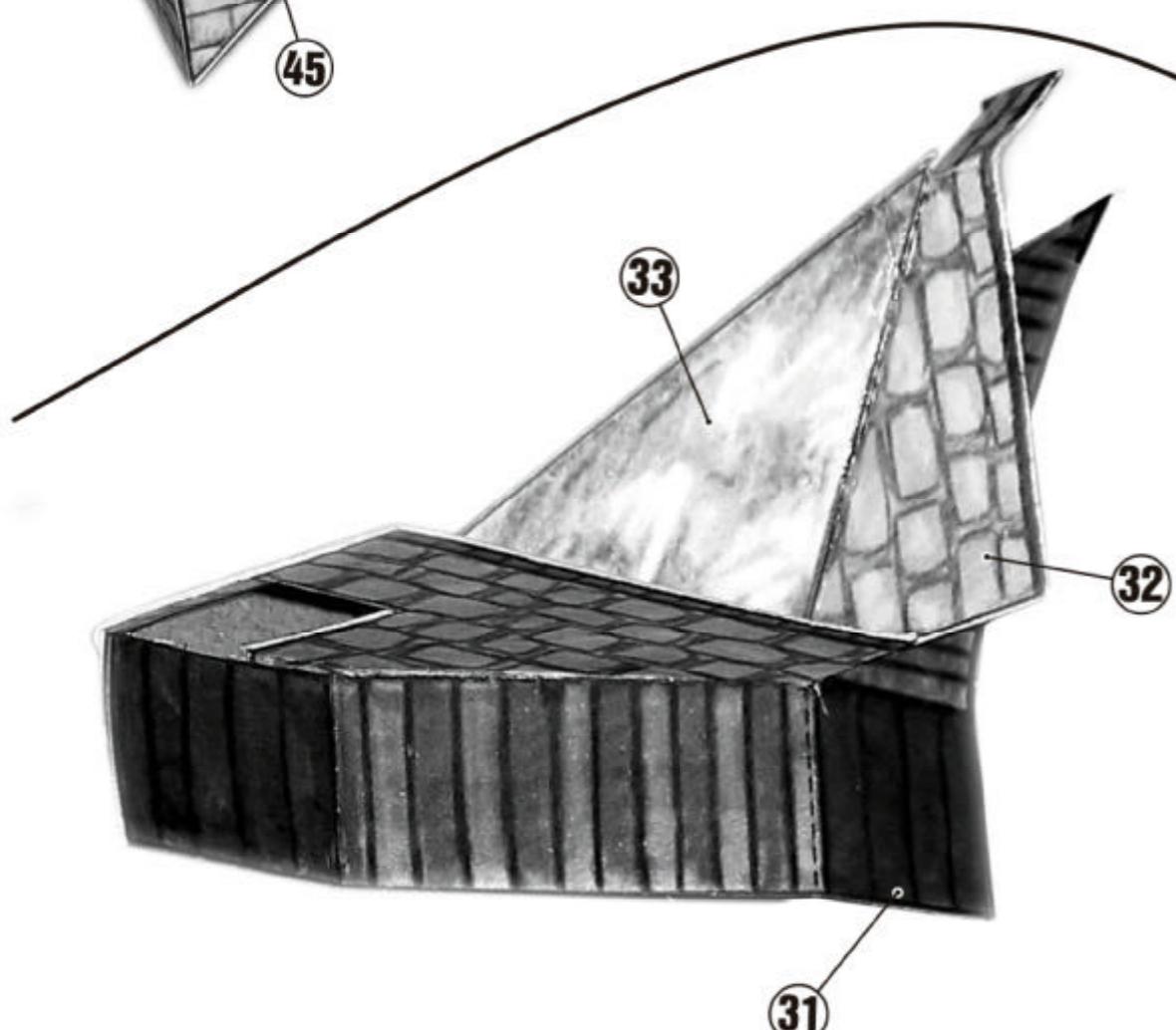
Start with wall 37, whose right end you must fold and stick front-back. This way you shall form the fence wall and the gateway for the interior of the complex.

Continue this wall with element 43 (before that you should stick them front-back once again).

Stick wall 39 to element 41 and in front of it ladder 41. In front of them put the colonnade 42 and make sure the pillars are put into the shown in element 41 places. Now you should stick this module to wall 37 and place roof 38 over them. Between elements 37, 43 and 39 stick the terrain 44.

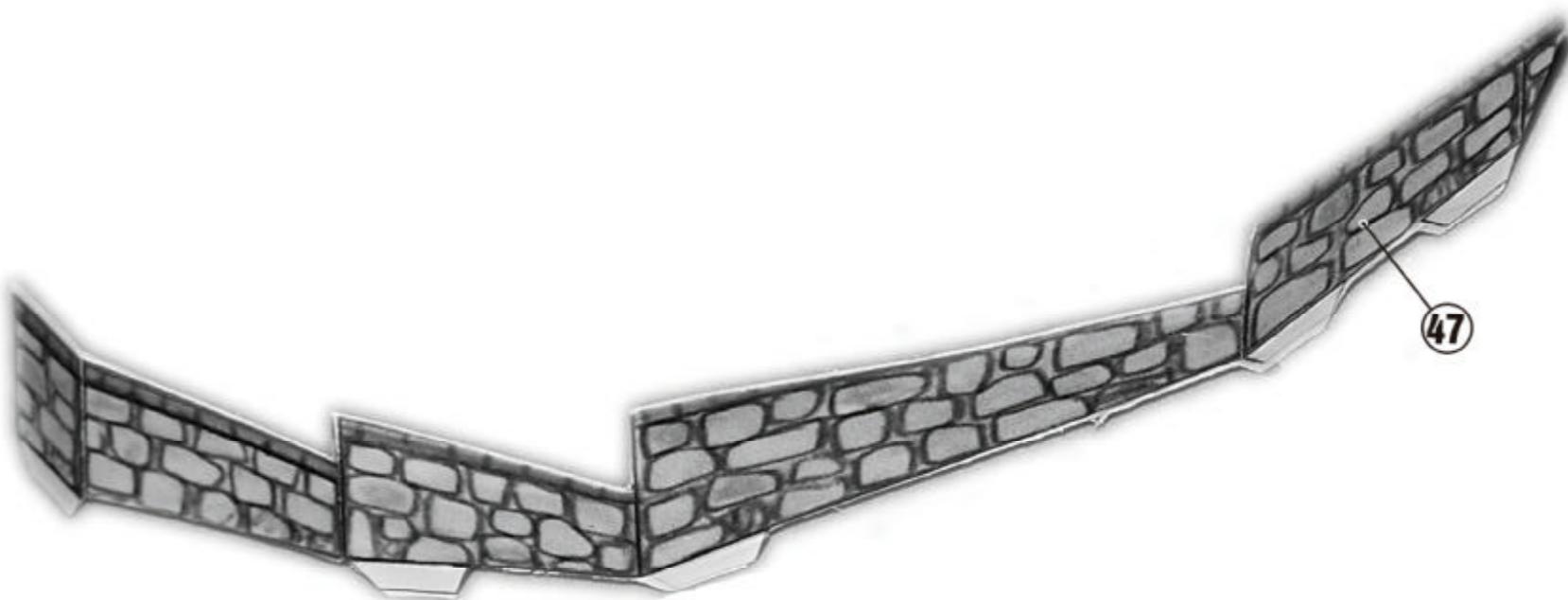


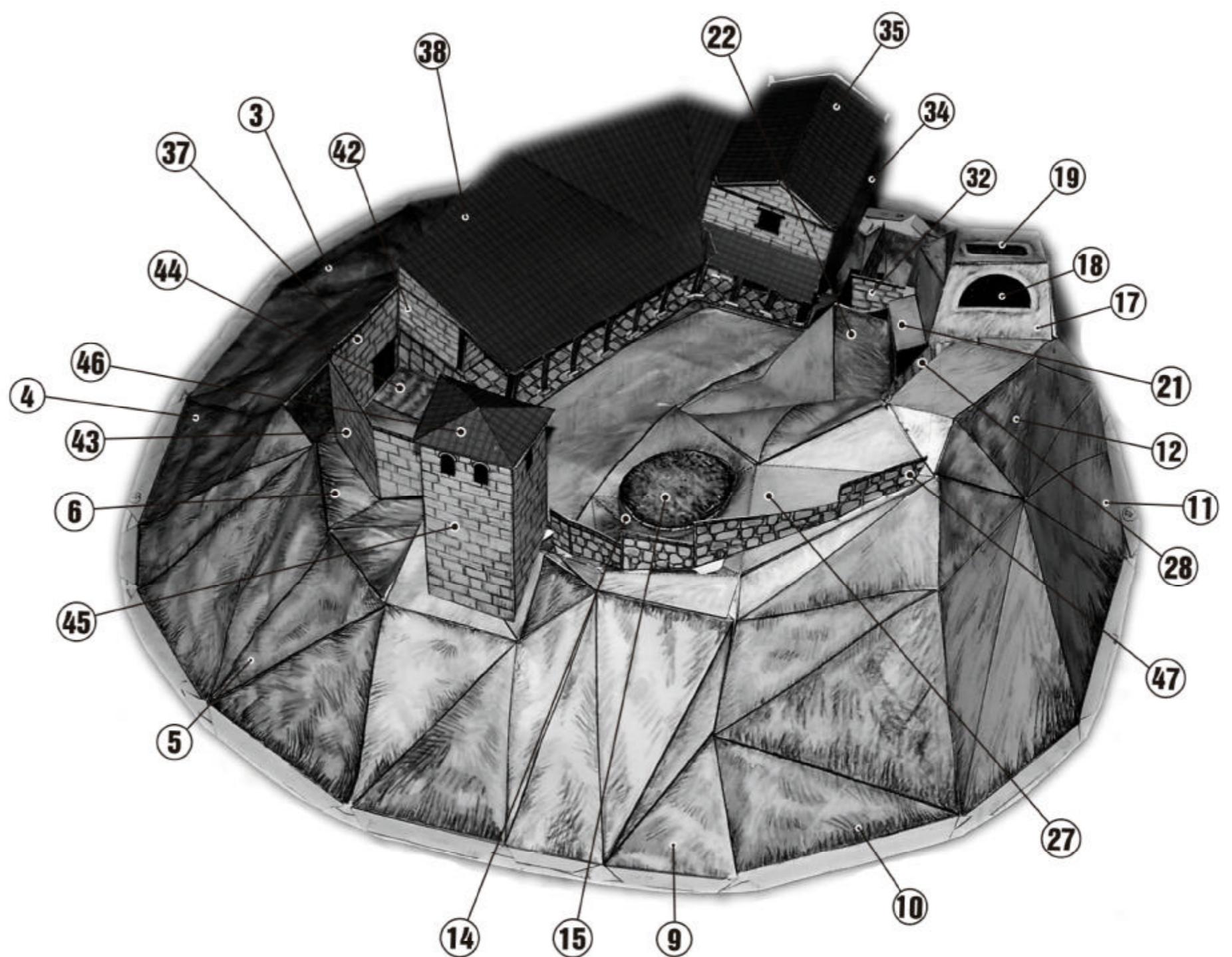
From wall 45 and roof 46 form a tower and connect it with the other part of the complex, as shown on the picture. Stick roof 35 to 34 and you shall have real temple. On the marked place in front of the temple put the wooden stair 36, leading to the entrance. When you are ready, stick the already temple to other part of the module.



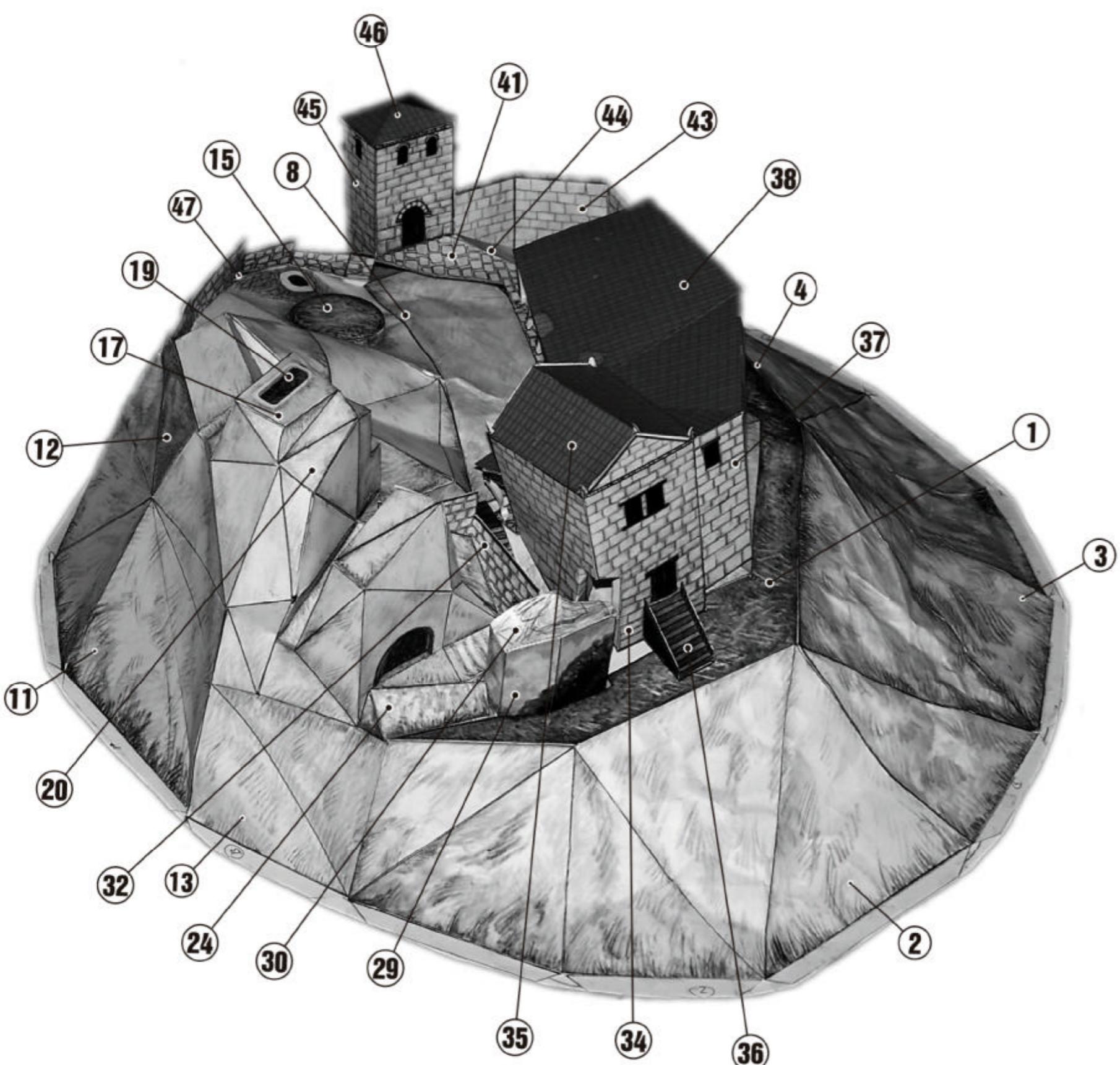
The second movable part is the stone ladder around the temple leading to the interior of the complex to a niche hewn into the cliff. This module consists of elements 31, 32 and 33.

The last movable element is the fence wall situated in the higher part of the cliff. Stick front-back element 47. The so formed wall can be attached through its ears to the lower end at the prior cut slots on the base.





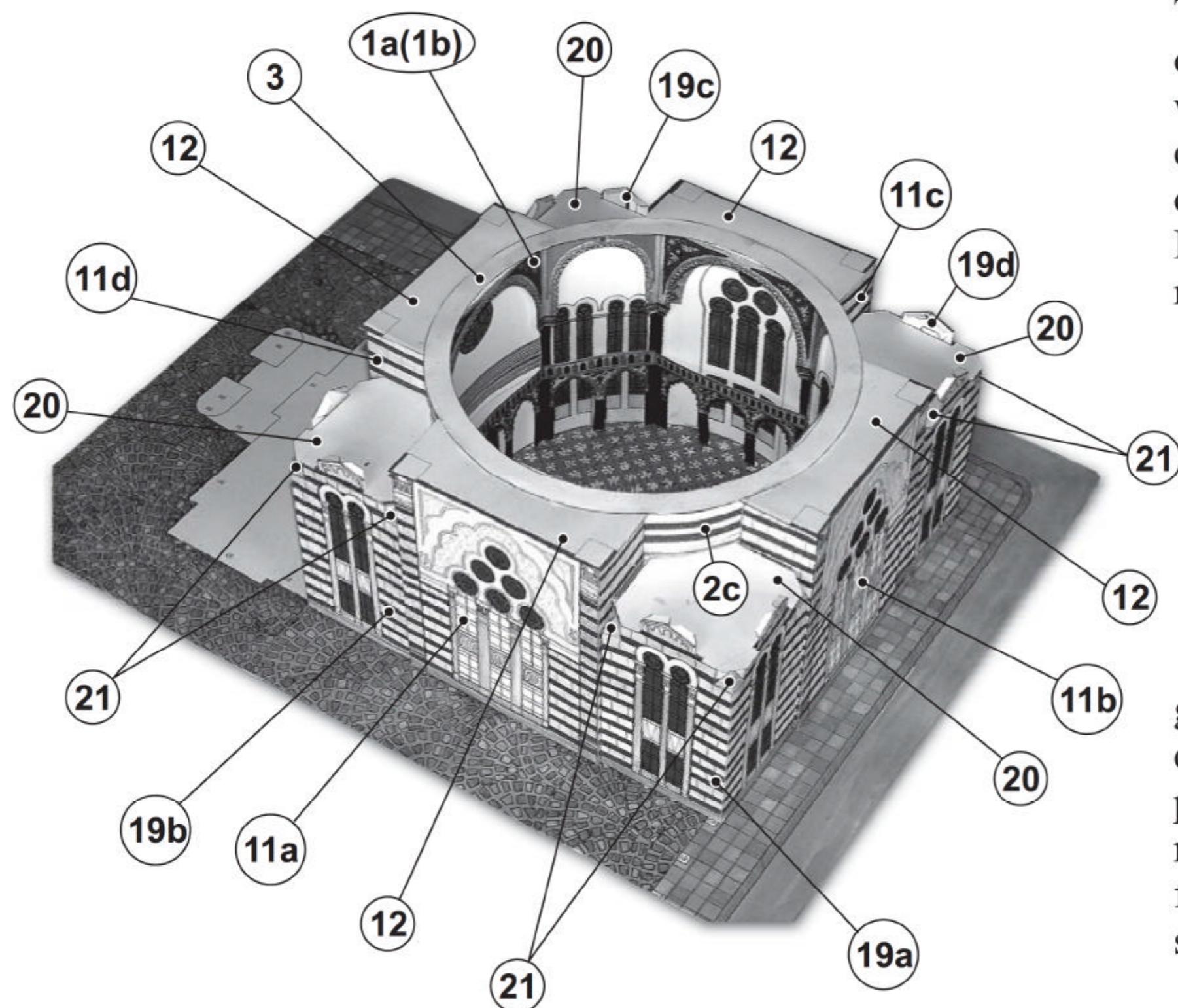
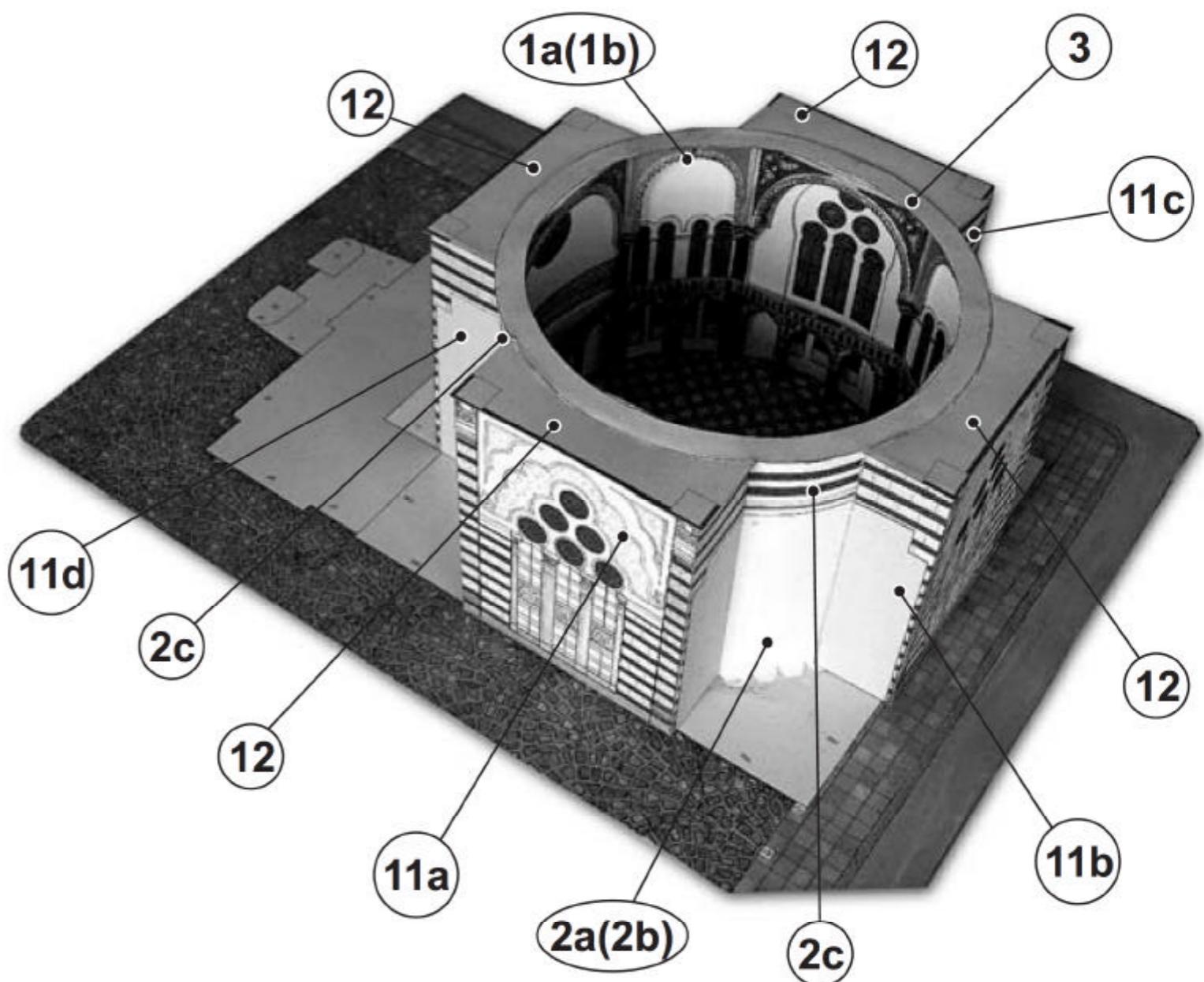
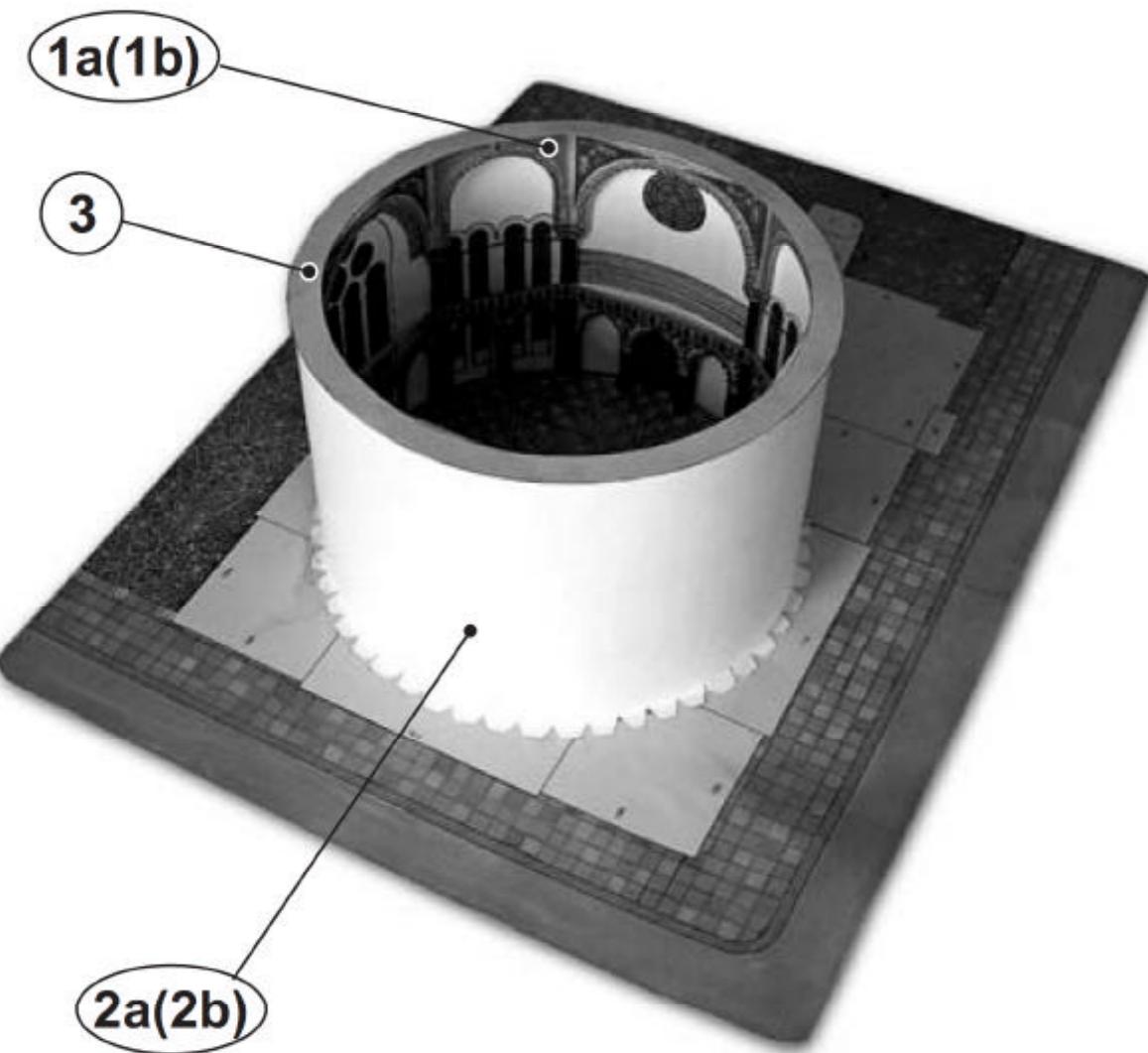
Now you are ready with the second stage of the sanctuary assembling. You will have only to choose a hard mount or cardboard on which you can stick the ready module. This way it shall be more steady and shall keep a regular shape.



STAGE 1

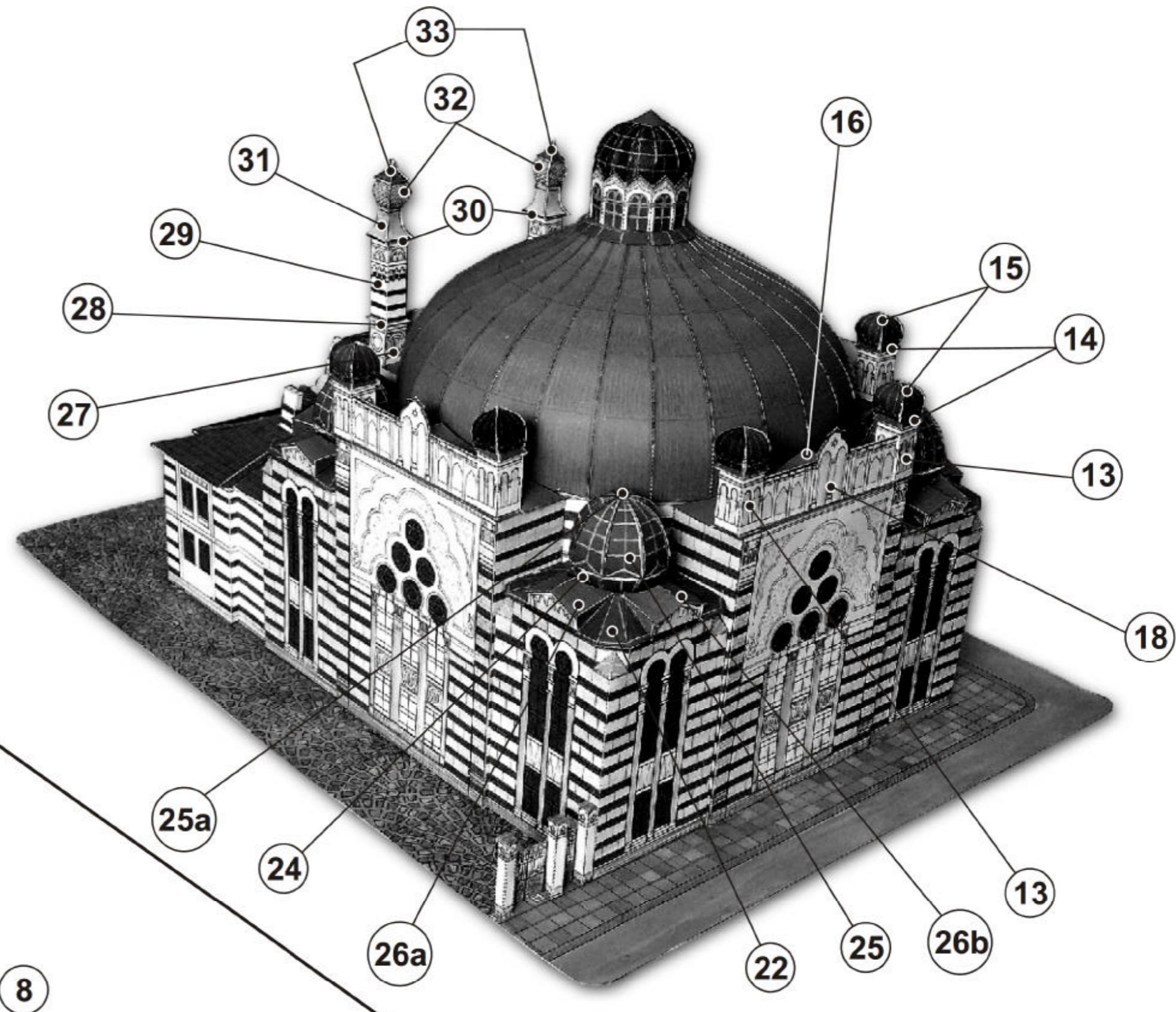
ASSEMBLY OF THE CENTRAL PART

Start the assembly of the central part with the internal space of the prayer hall. For this purpose, connect elements **1a** and **1b**, first cutting all arches of the first and second floor of the hall. Glue the already prepared detail to the base. **Note: Take care the broad arch of element 1 to coincide with the marked platform of the base.** The same way connect elements **2a** and **2b**. Glue the ready detail to the outside part of wall **1**, with the colored part inside. On it glue ring **3**, which is the base of the mobile dome. Now it is term of the four side walls **11 (a, b, c and d)**. Glue each one of them on the base, taking care for the coinciding of the letters. On walls **11** place sub-roofs **12**. Now prepare the corner parts of the building **19**. They are also **4**, and have strictly fixed places. Before gluing them on the base, form small corners in their upper end, as shown on the photos. On them glue the small roofs **21** (3 for each element **19**). Now you may connect the ready modules to the base, and on them glue sub-roofs **20**.



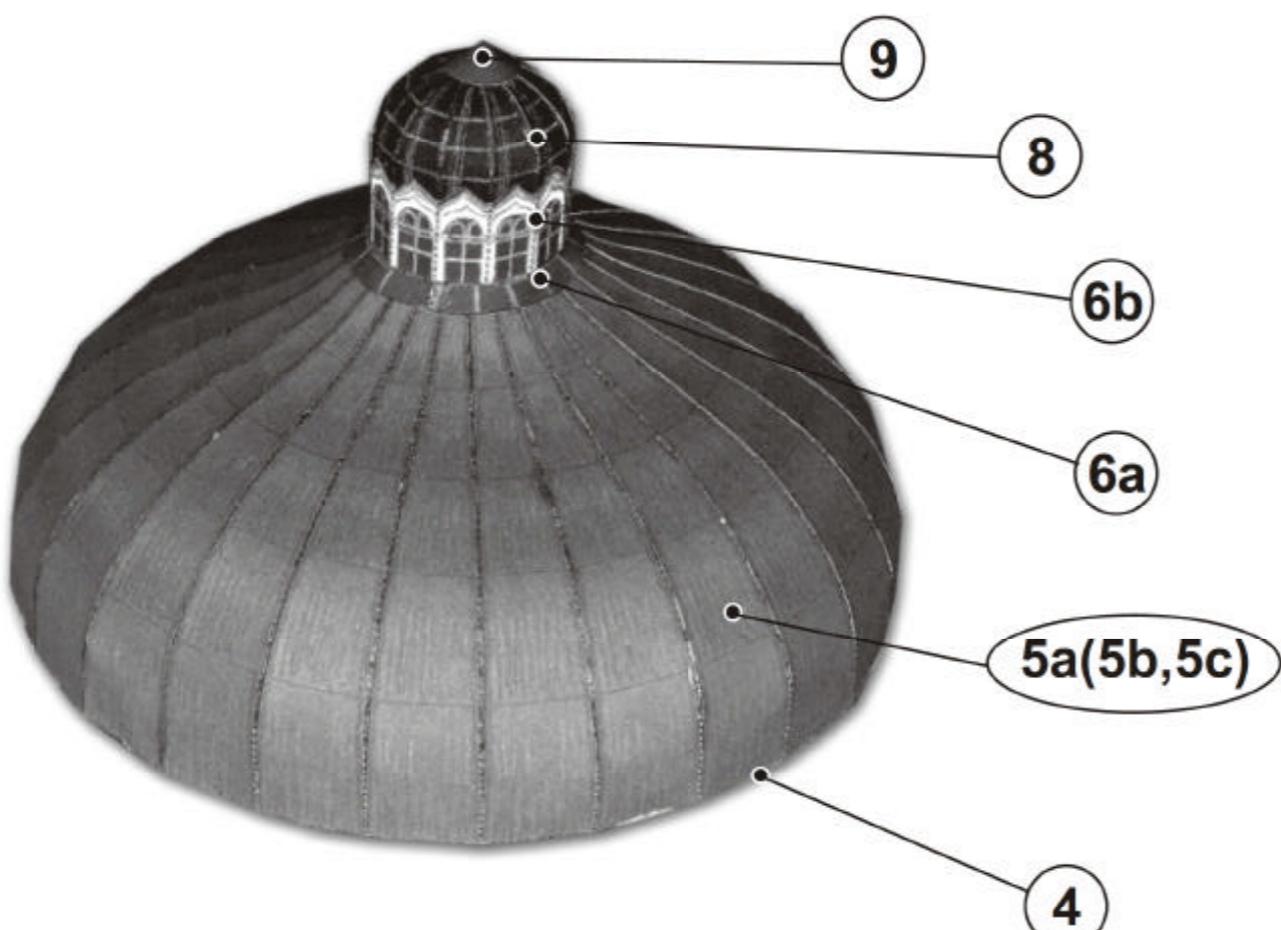
The three sectors **11a**, **11b** and **11c** are formed one way in height, and **11d** is more different. We will start with the first three. Make small columns from elements **13**, and glue 2 of them on each sub-roof **12** on the indicated places. Between them place the fronton **18**, and behind it roof **16**. Above small columns **13** place the small roof **14**. Make, of each 4 pieces of element **15**, a small roof, as shown on the photos. When these small roofs (6 of them) are finished, glue them on roof **14**. The same way is done the roof part above element **11d**. Glue first columns **27**, above them the small lid **28**, and on them the narrower columns **29**. Make, of each 4 pieces of element **31**, a roof, glue to it the small lid **30** and place it above column **29**. In the same way make, of each 4 pieces of elements **32** and **33**, the next two small roofs, which then glue above **31**. Between the so formed columns place fronton **17**, behind it small roof **16**.

The forming of the four corner roofs above elements **19** is the same. First place roof **22**. On it, as shown on the photos glue the small roofs **26a** and **22b**. Form, from elements **23** and **25**, domes, connect them, placing between them for strength the small lid **24**, and above dome **25** glue it to **25a**. The so received complex egg-shape element glue in the empty space in the center of roof **22**.



STAGE 2

DOME ABOVE THE CENTRAL PART



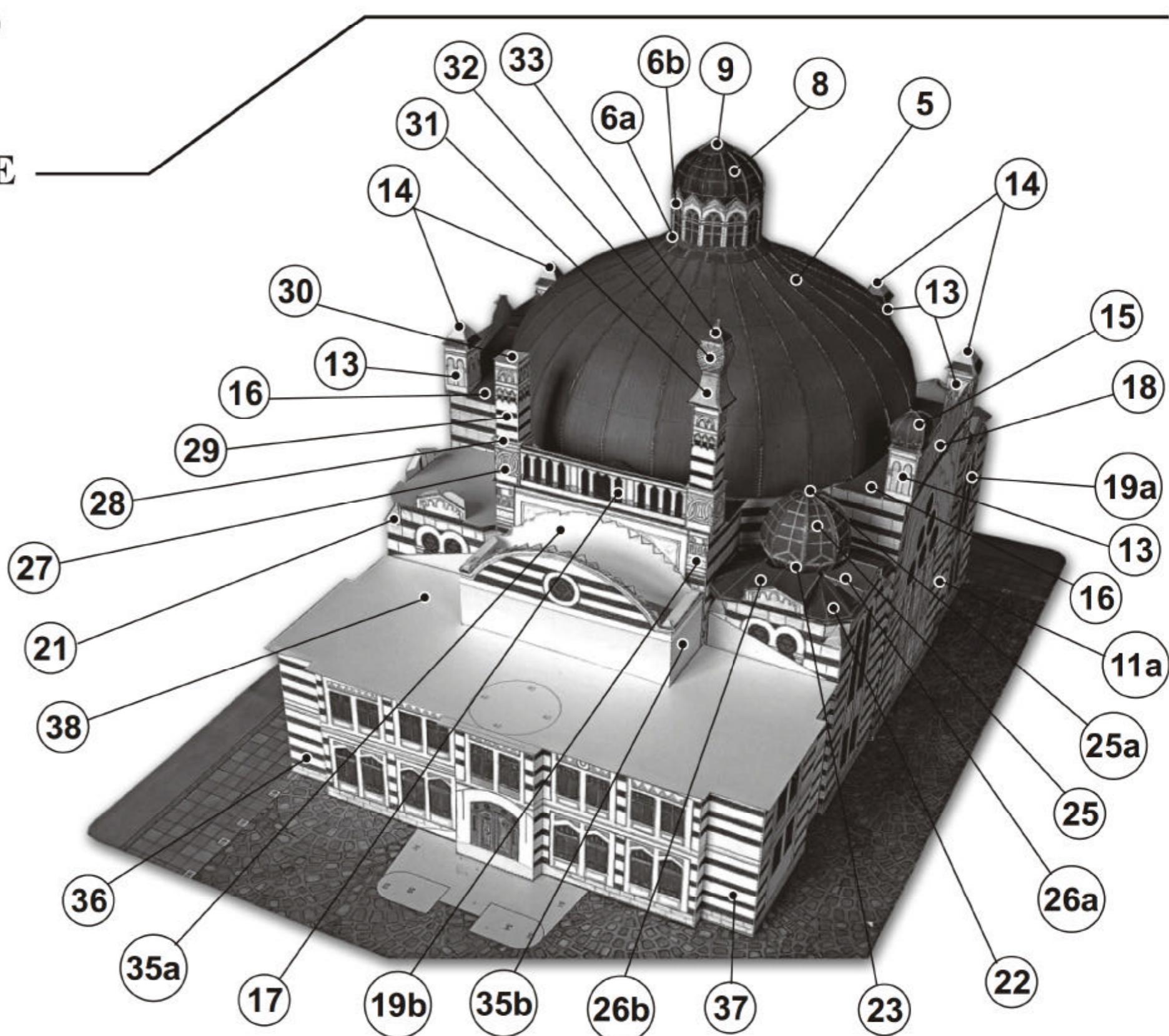
Start the assembly of the dome with preparing the three separate parts **5a**, **5b** and **5c**. After forming from them the lower part of the dome, glue on it the drum **6b**, ring **6a** and the small sub-roof **7**. Above it place the smaller dome **8** and finish with element **9** which forms the top.

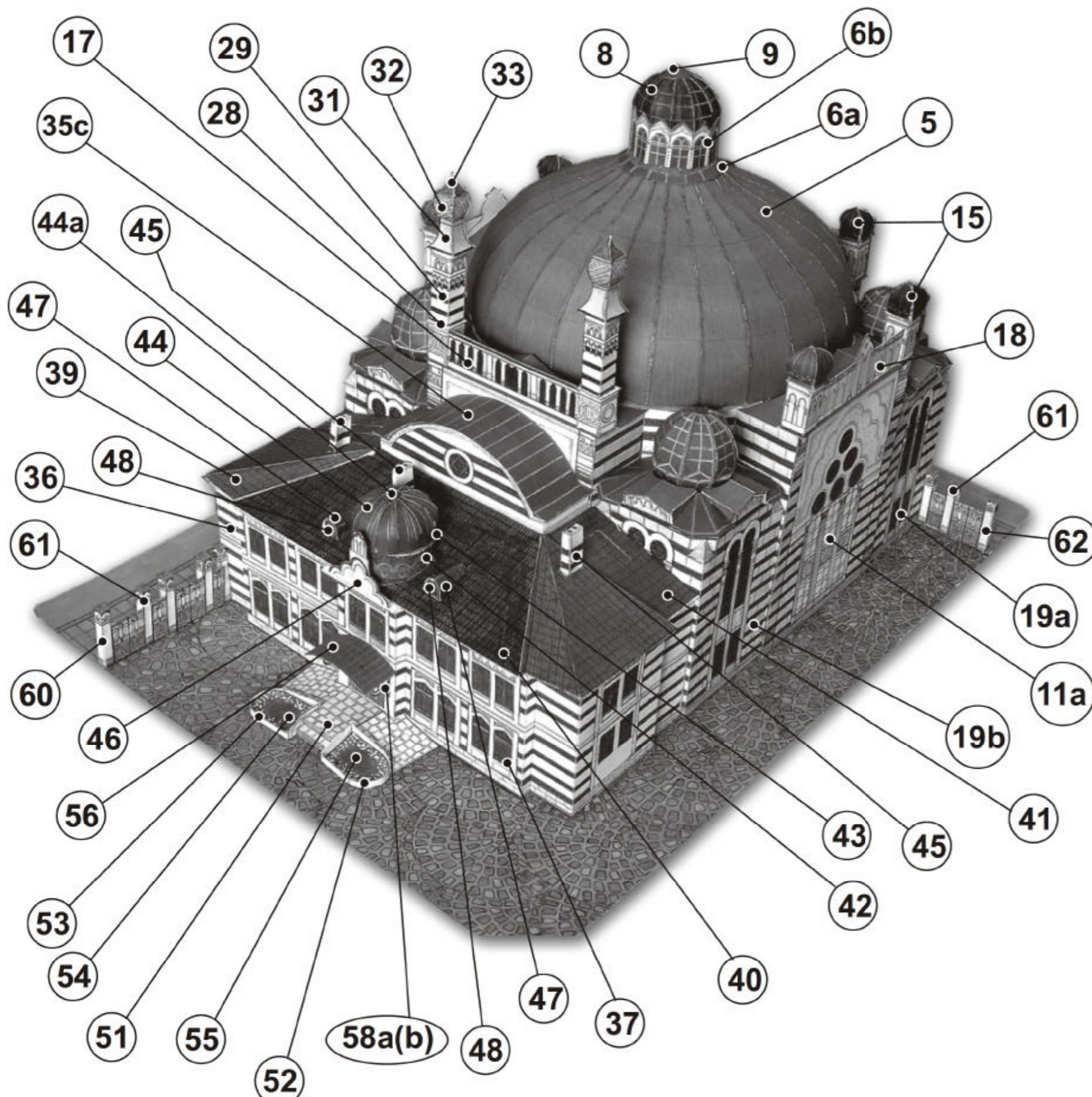
Note: Do not glue the already ready dome to the rest of the building. It must be mobile, so the internal space to be accessible.

STAGE 3 ПРЕДДВЕРИЕ

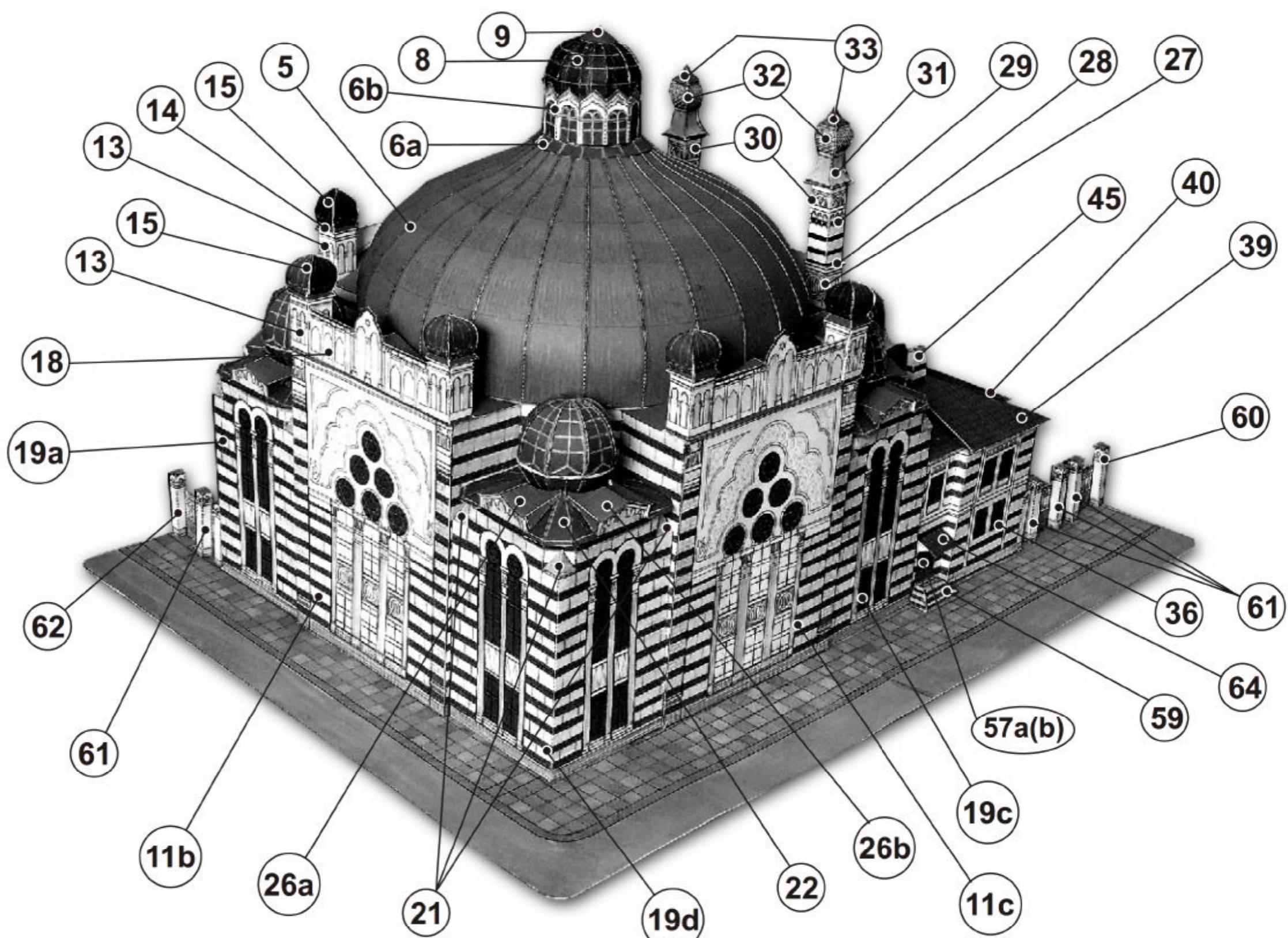
Form, from elements **35a** and **35b**, a common part and glue it to the base and to wall **11d**. On the indicated place on the base glue the walls **36** and **37**, and above them the sub-roof **38**. It is now term of roofs **35c**, **39**, **40** and **41**. At the indicated place in roof **40** place the drum of dome **42**, and on it sub-roof **43**.

Above it glue dome **44** and its top **44a**. In front of this module glue fronton **46**, and on the already cut places in the roofs chimneys **45**, 3 pieces. What remains is to form two dormer on the left and right of the dome. They consist of front part **48** and small roof **47**. The roof of the antechamber is ready.





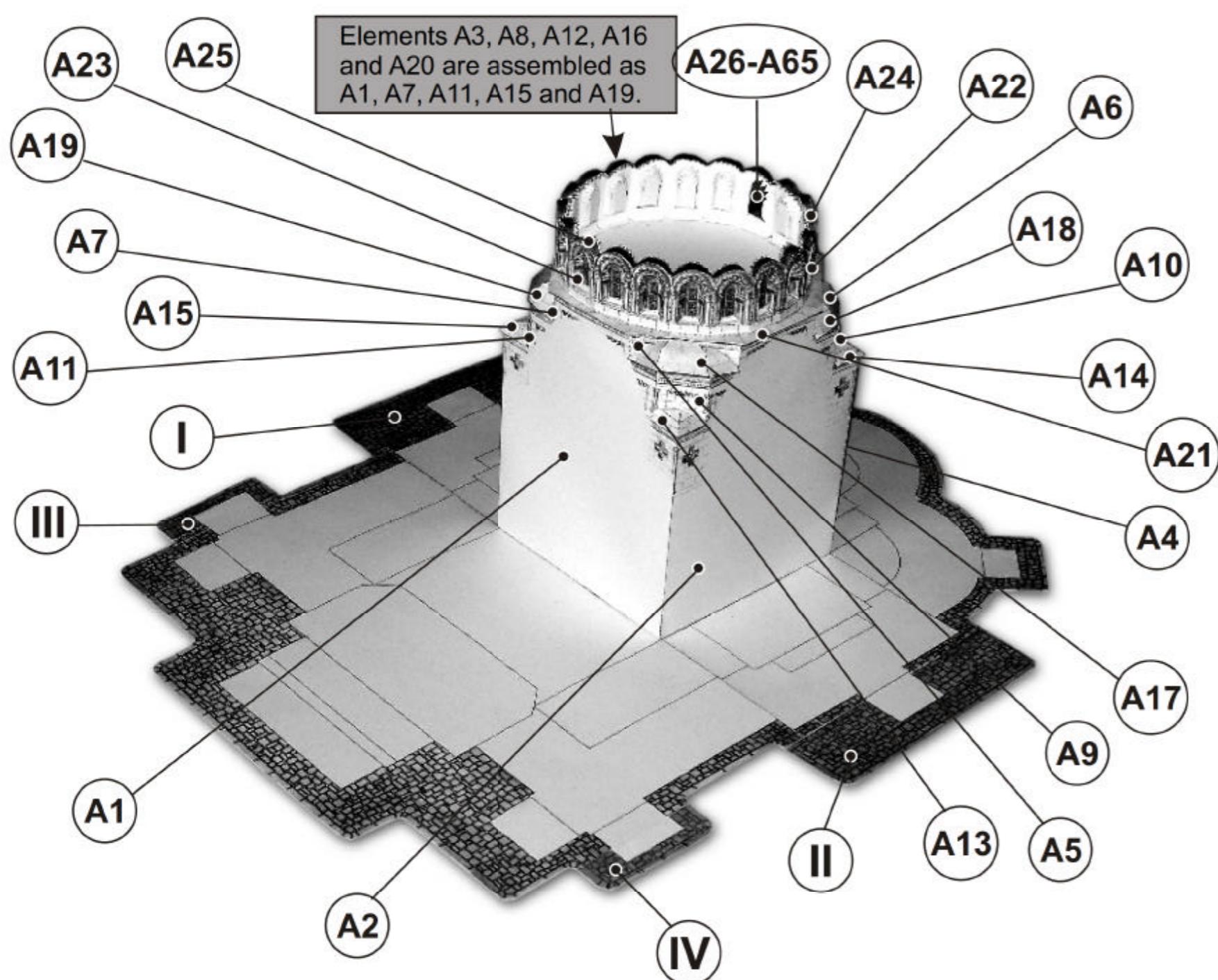
The central entrance consists of ramp 51, on the two sides of which are small gardens. They are formed by a surrounding wall 53 (52) and internal part 54 (55). Above the entrance make a roof of elements 56 and supports on the both sides 58a (58b). The same way form the side entrance from the street. It consists stairs 59, small roof 64 and side supports 57a (57b). Two fences close the complex from the street. They consist of walls 60 and 62 and small columns 62. Glue them near the building on the spaces indicated on the base.



ЛЕГЕНДА: FOLD CUT

ASSEMBLY INSTRUCTIONS

Church-monument “St. Alexander Nevski”

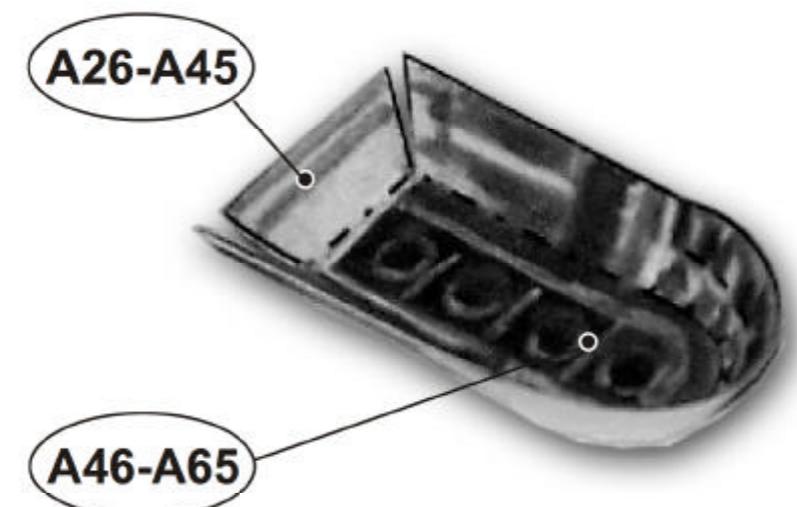


Detailed picture of the connection of A26 to A45 to A46 to A65.

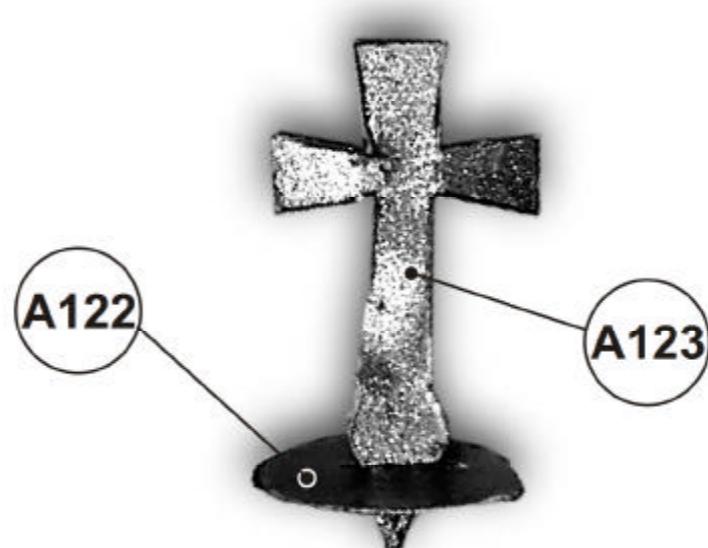
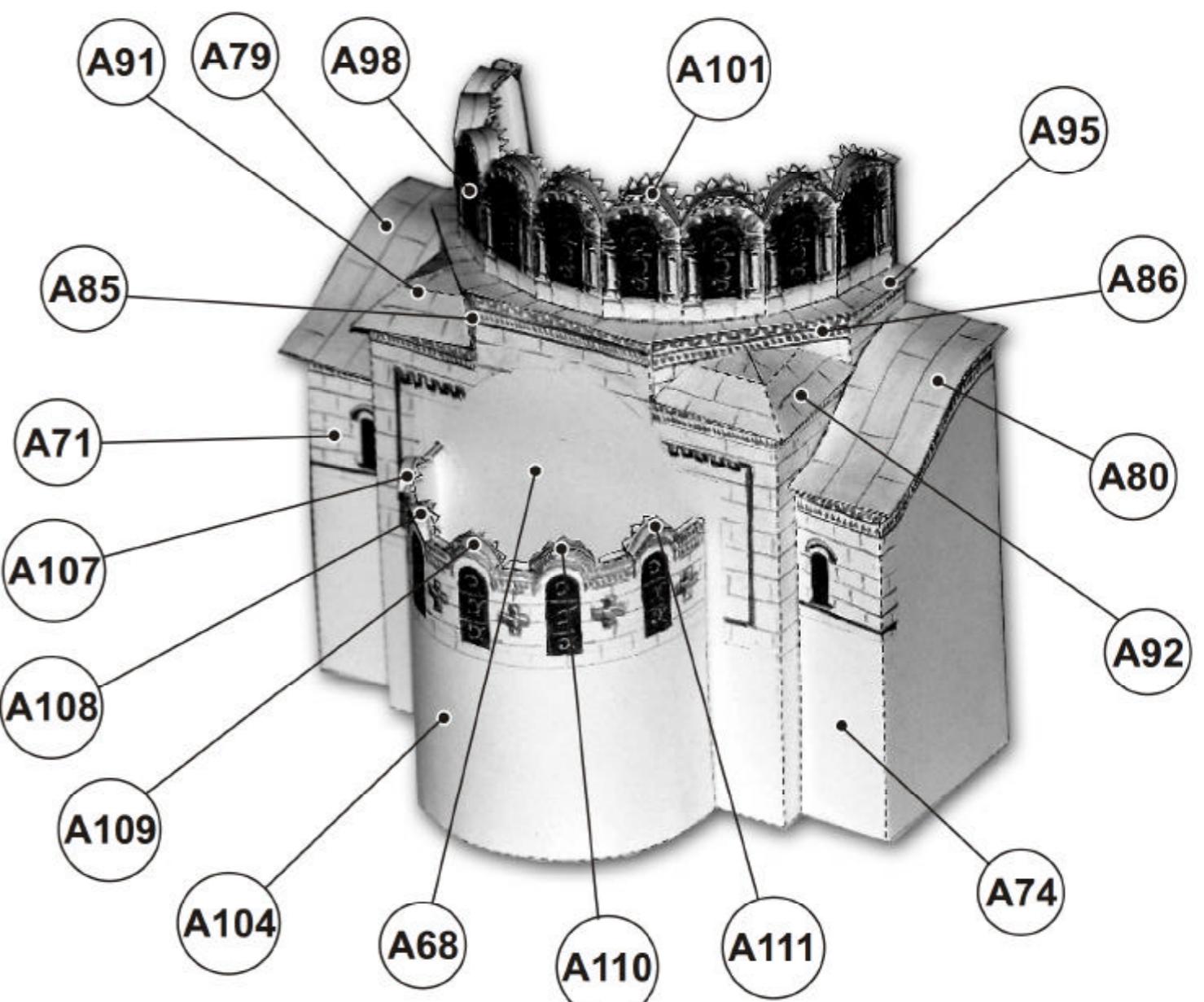
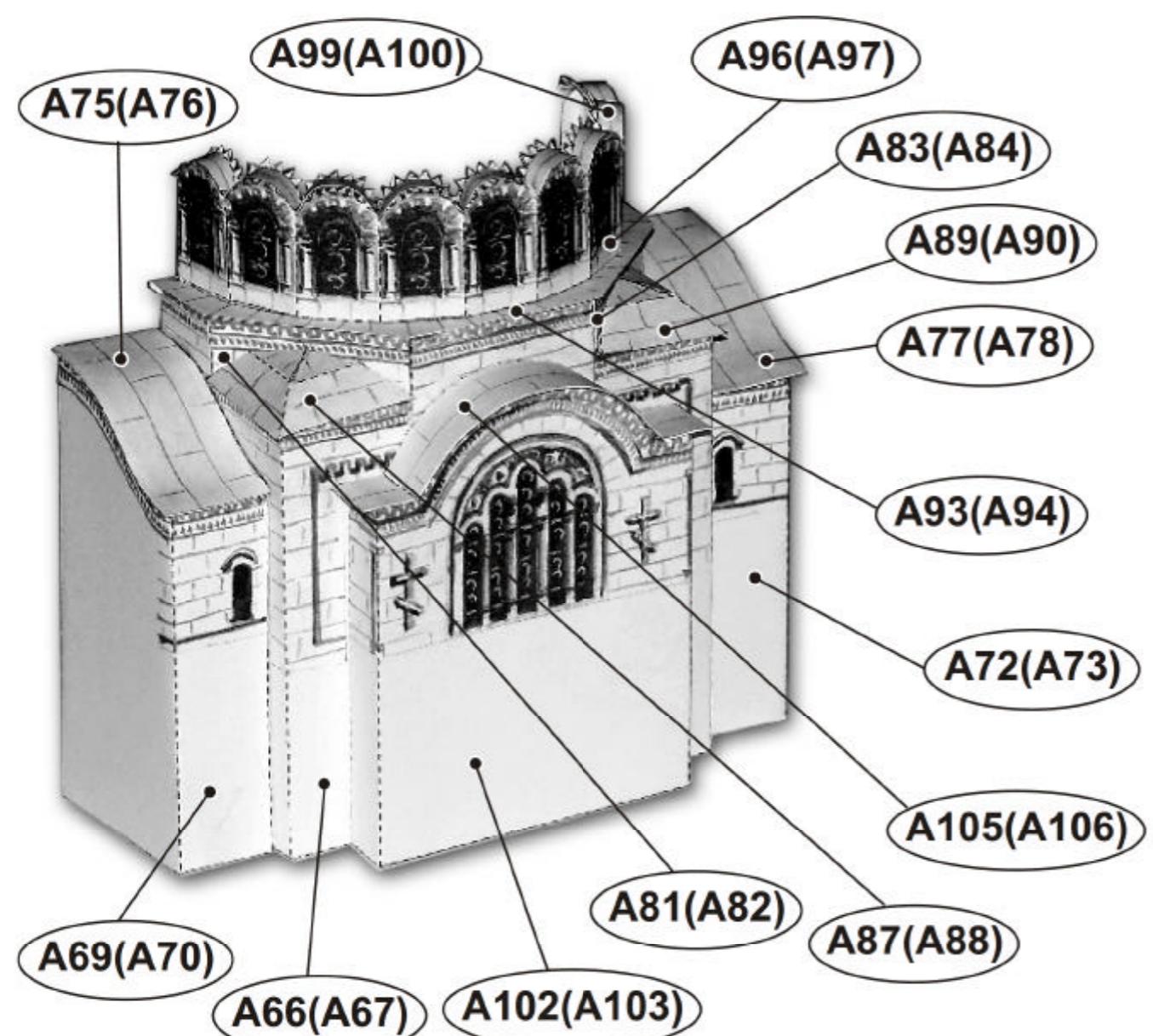
Unfold the base and cut it along the outer outline. Then cut parts I, II, III and IV and glue them to the base. For more esthetic, all parts are deviled into four groups in the order of the assembly A, B, C and D.

The dotted line ----- means folding backwards to the white part of the cardboard and the dotted line - - - - - vice versa to the printed side.

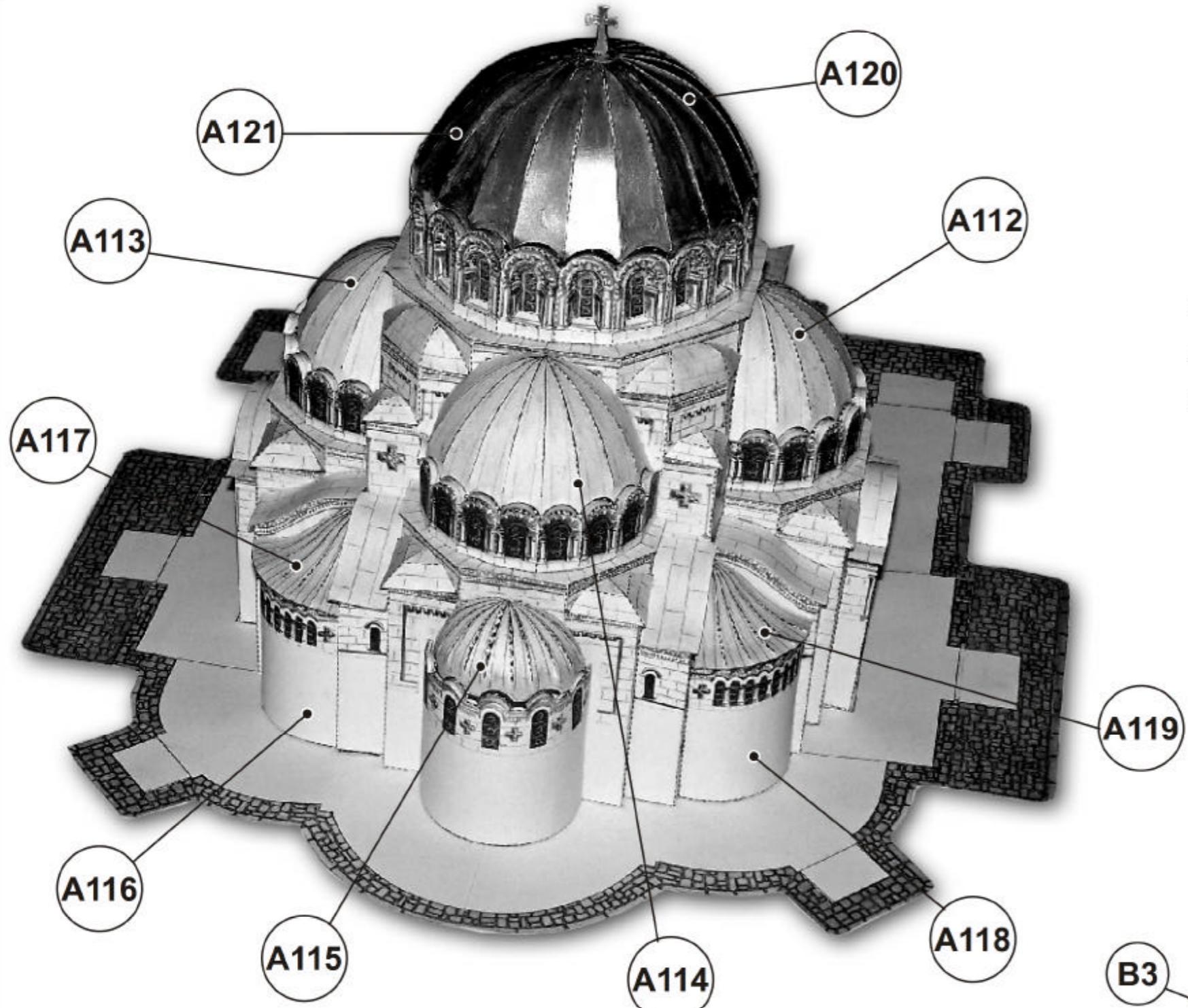
The picture is of the assembly of the parts from A1 to A25 and adding the parts from A26 to A65.



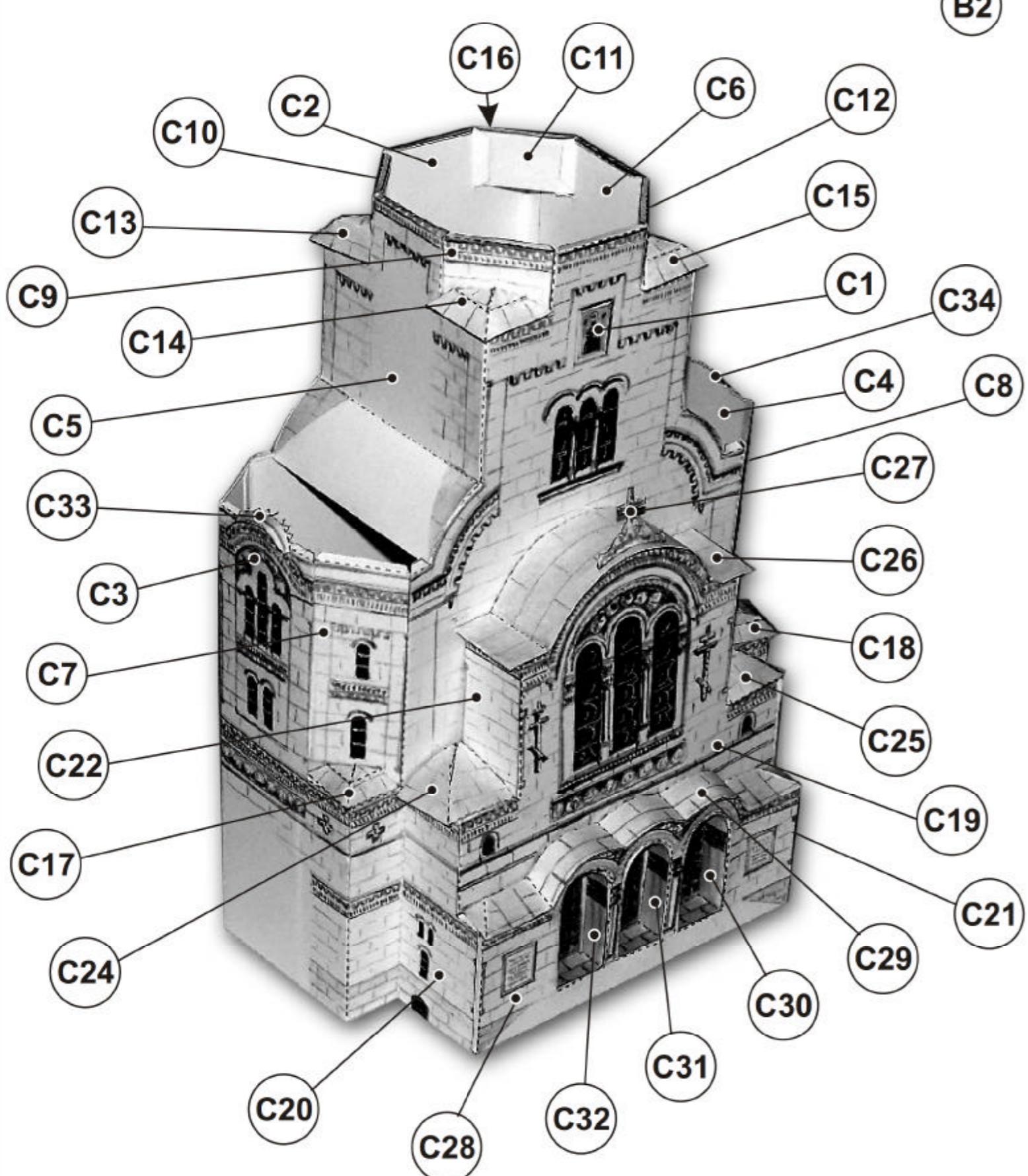
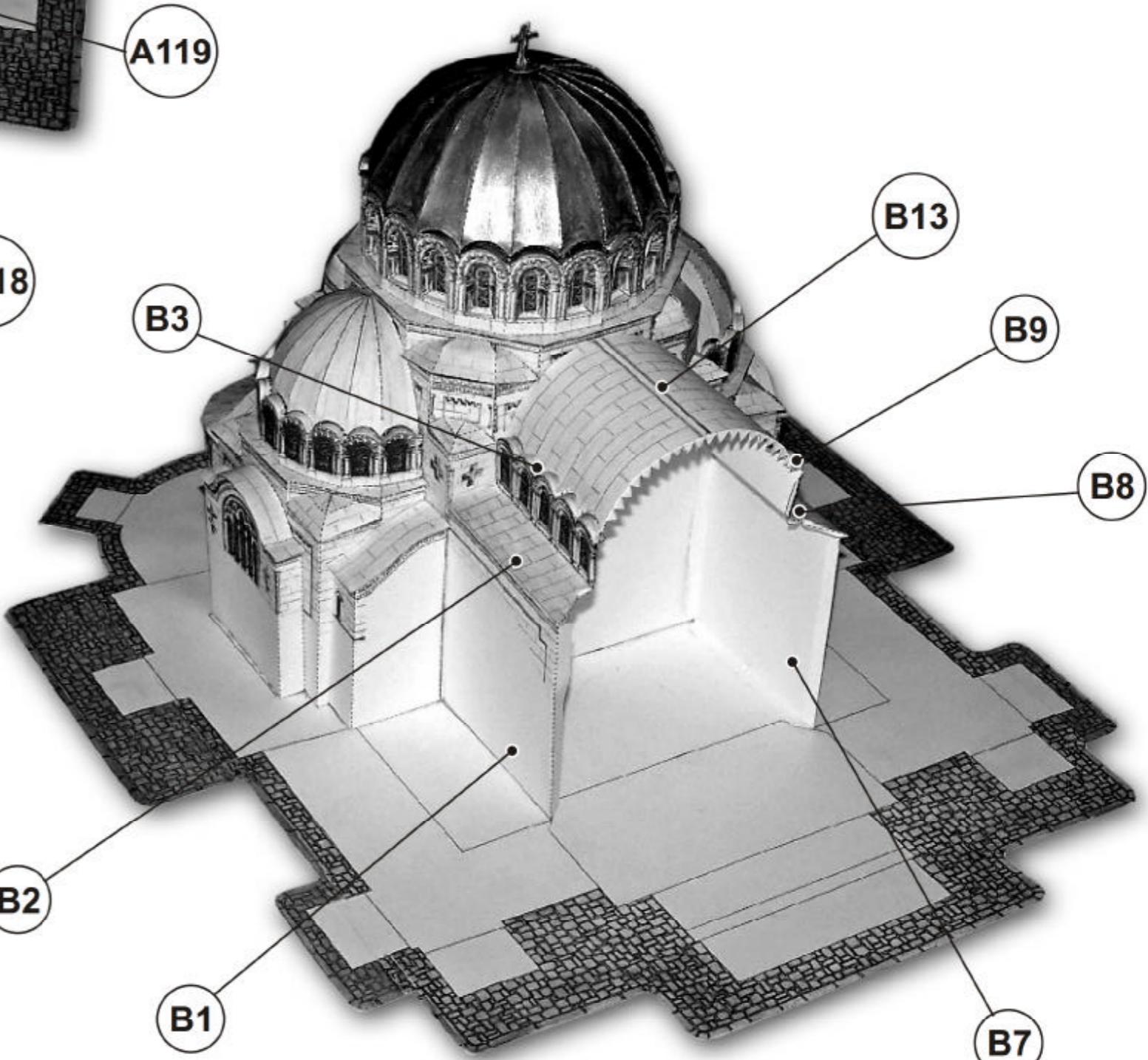
This group demonstrates the assembly of two identical and a third similar to them, complex parts from A66 to A111.



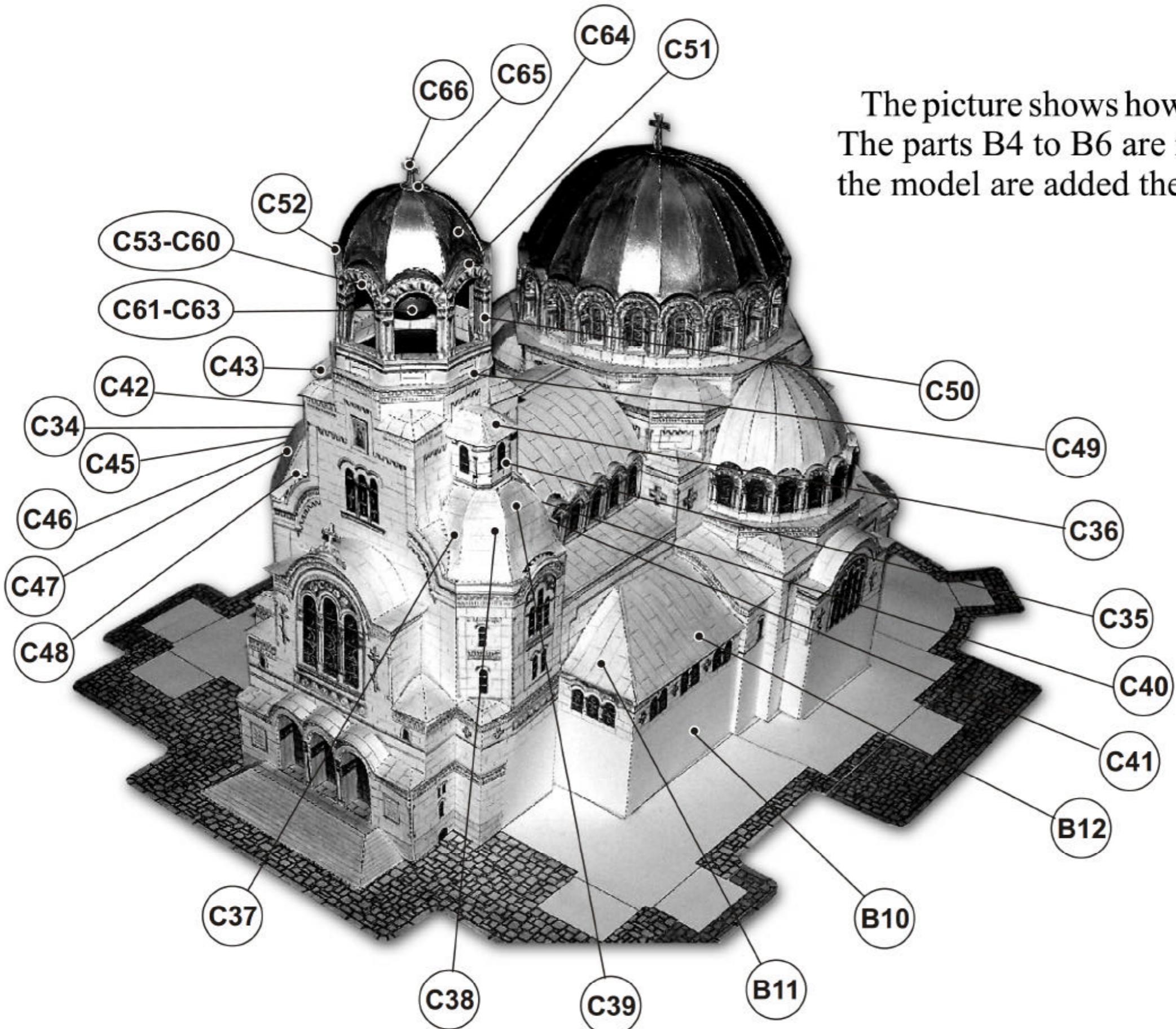
Detailed picture of the assembly of the cross A122 and A123.



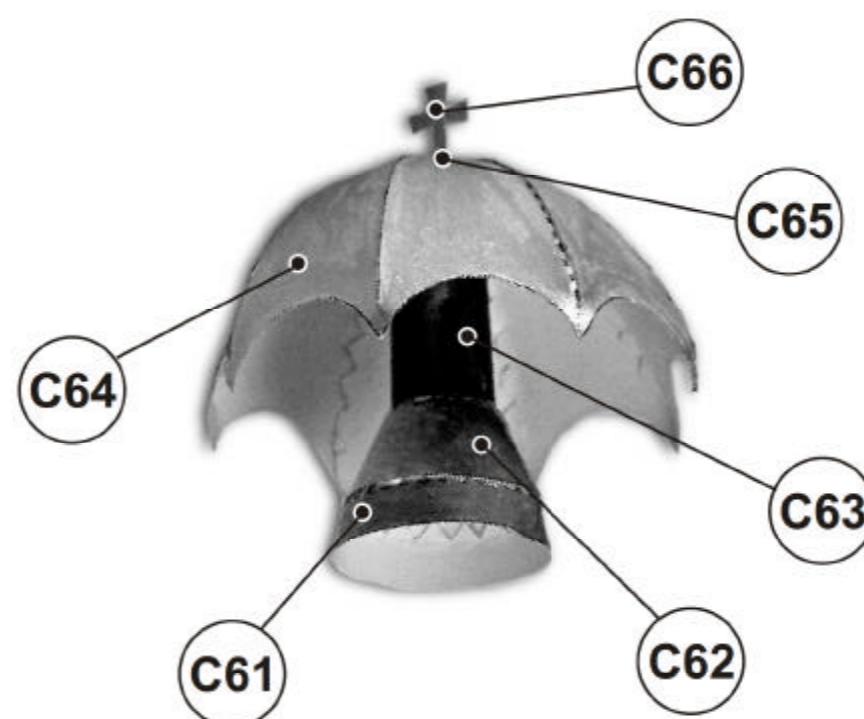
As you see, the domes A112, A113 and A114 are identical, as well as the roofs A117 and A119. More skill requires the small dome A115.



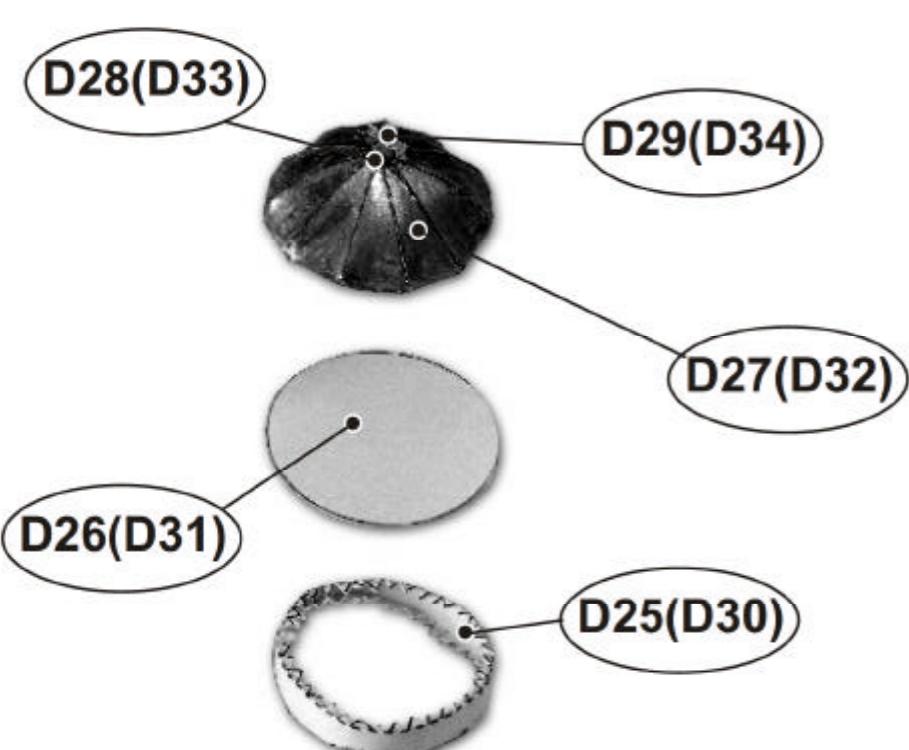
Here you may see the assembly of the next group of details from C1 to C34.



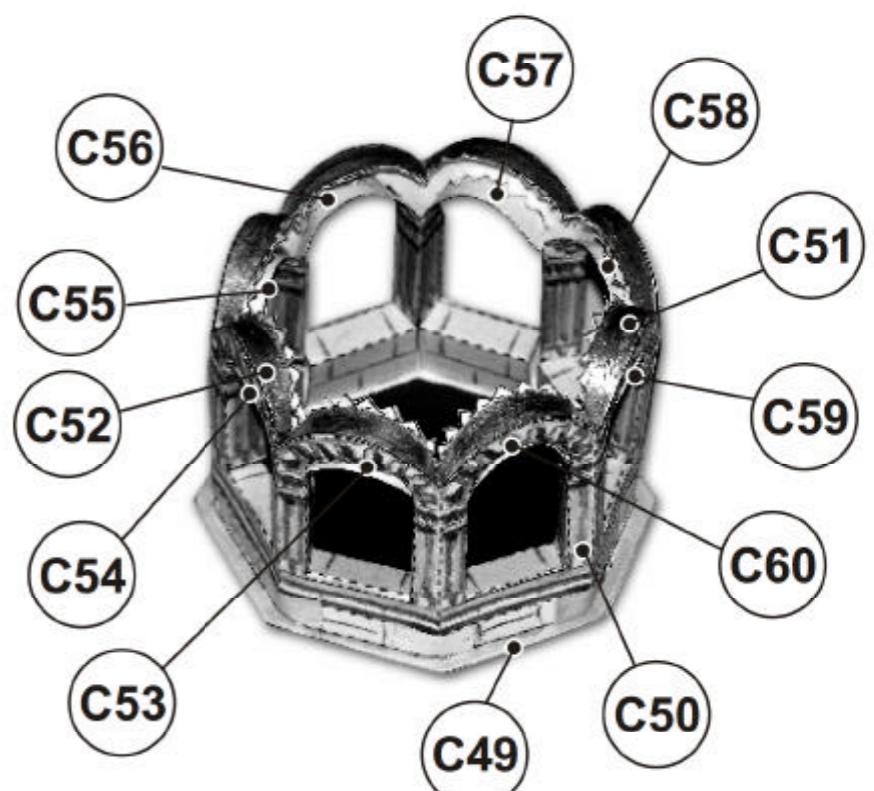
The picture shows how are added the parts B10 to B12. The parts B4 to B6 are mirror on the other side. Here to the model are added the other parts from C35 to C66.



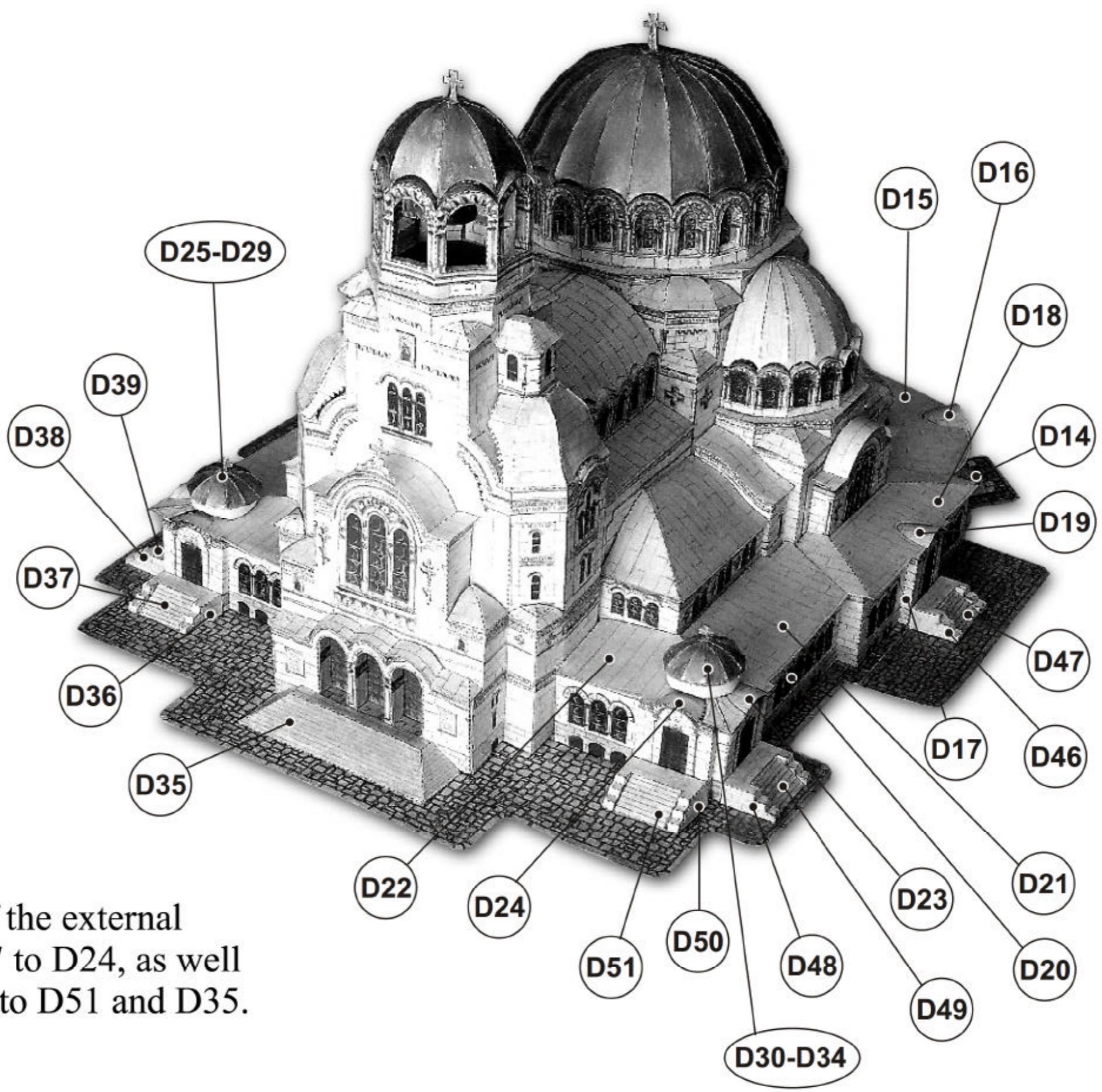
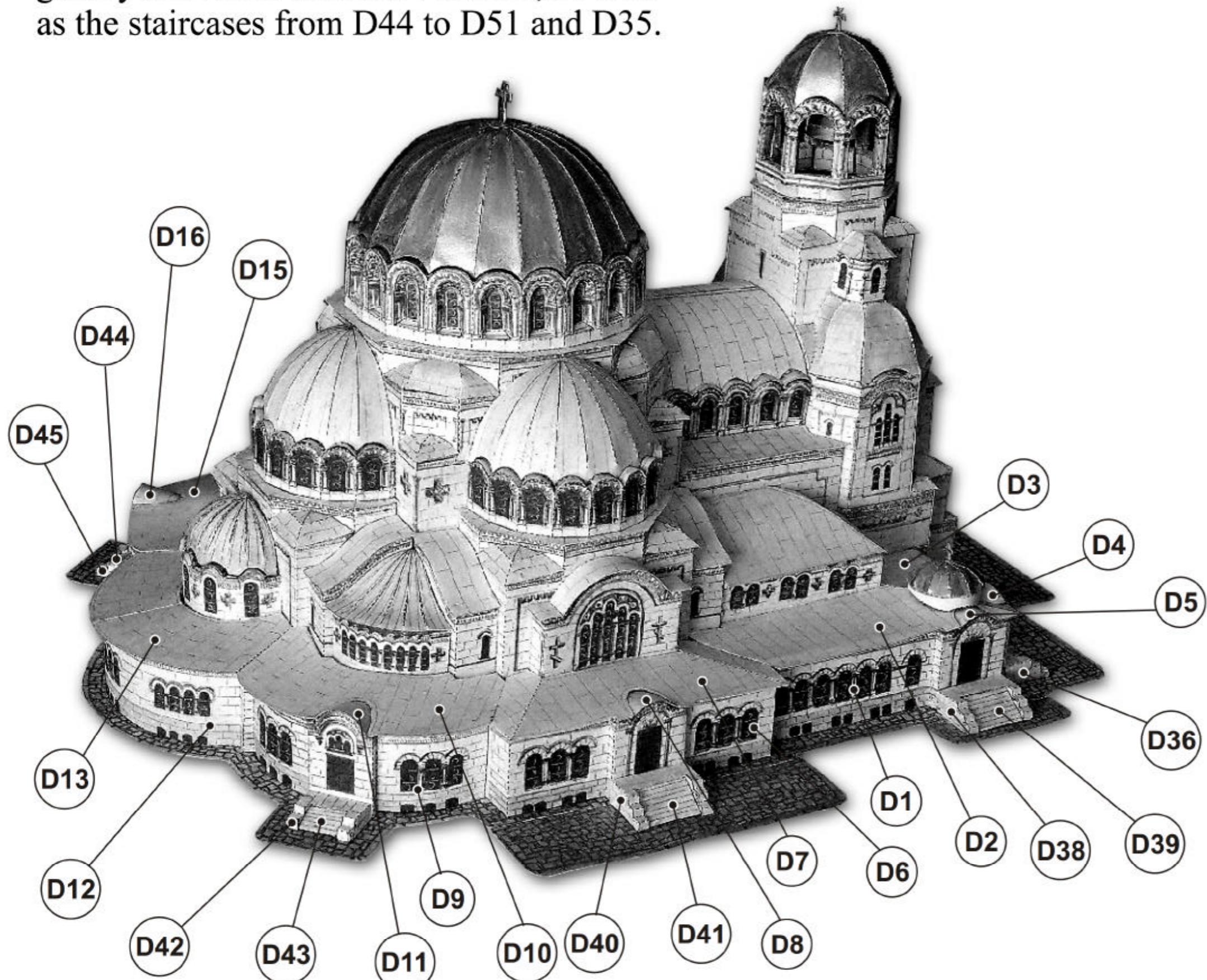
Detailed picture of the assembled bell-tower from C49 to C60.



Detailed picture of the assembly of the small side domes from D25 to D29, as well as from D30 to D34..



Assembly of the walls of the external gallery and roofs from D17 to D24, as well as the staircases from D44 to D51 and D35.



Assembly of the walls of the external gallery and roofs from D17 to D24, as well as the staircases from D44 to D51 and D35.

Instructions for assembling

MONASTERY „St. John The Precursor“

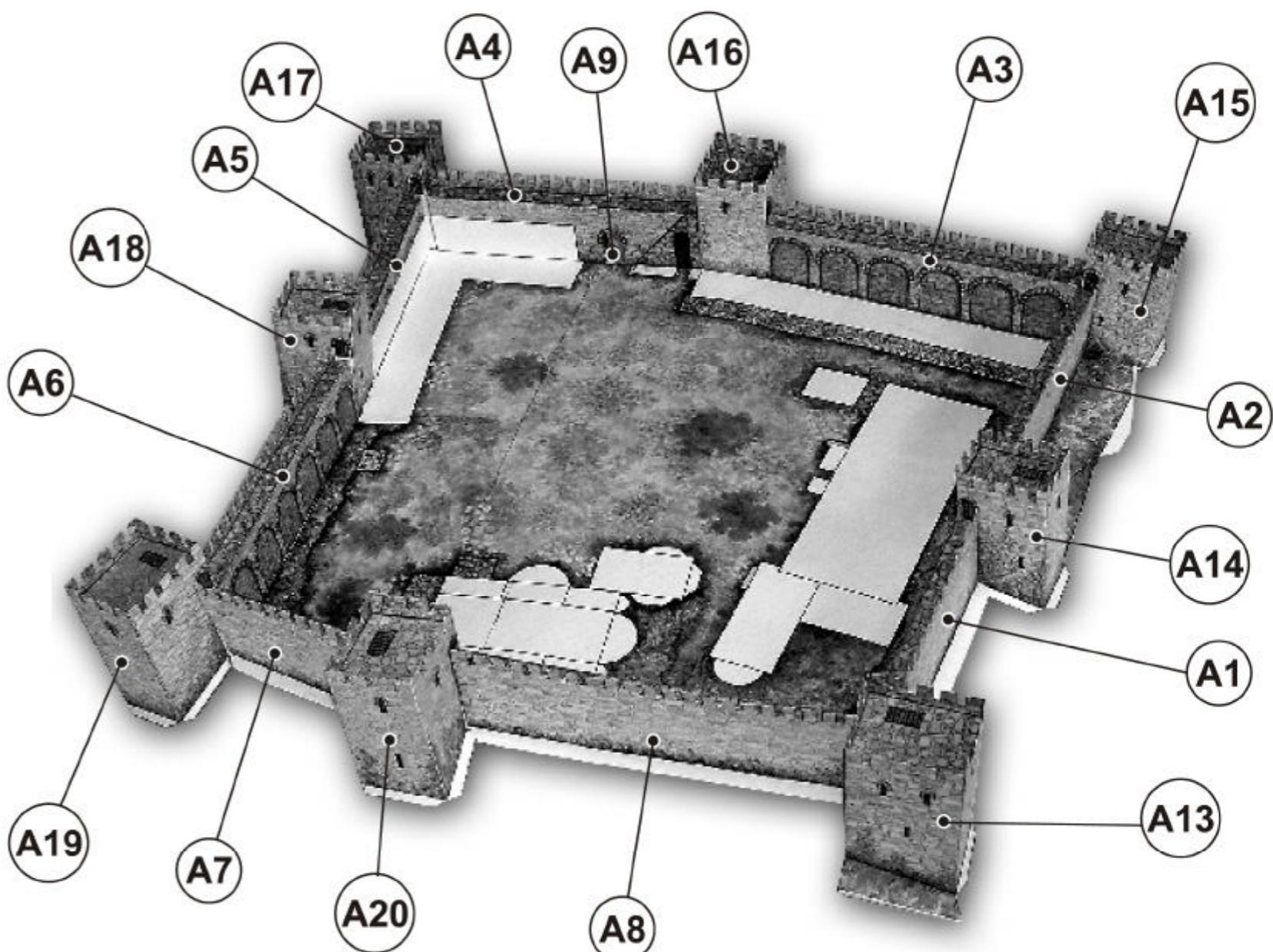
STAGE 1

FORTRESS WALLS AND TOWERS

First you have to assemble the base using the material lines in different colours. You should start the construction of the monastery complex by placing the fortress walls and towers on the base. They form the internal courtyard in which the other buildings are situated. First you should stick to the base the fortress walls (from A1 to A8) and between them stick the towers (from A13 to A20). Before sticking wall A4, you should make the entrance door of the monastery by sticking on the marked place of A4 the passage A9.

MAKING THE PINNACLES OF FORTRESS WALLS AND TOWERS: Before sticking any fortress walls or towers on the marked places, you should form and make their pinnacles. For this purpose after you have cut and prepared the respective element, you should fold it only at that part which forms the two sides of the pinnacles and then stick it. When it is dried out well, cut the white areas between the pinnacles so that you have double-faced wall.

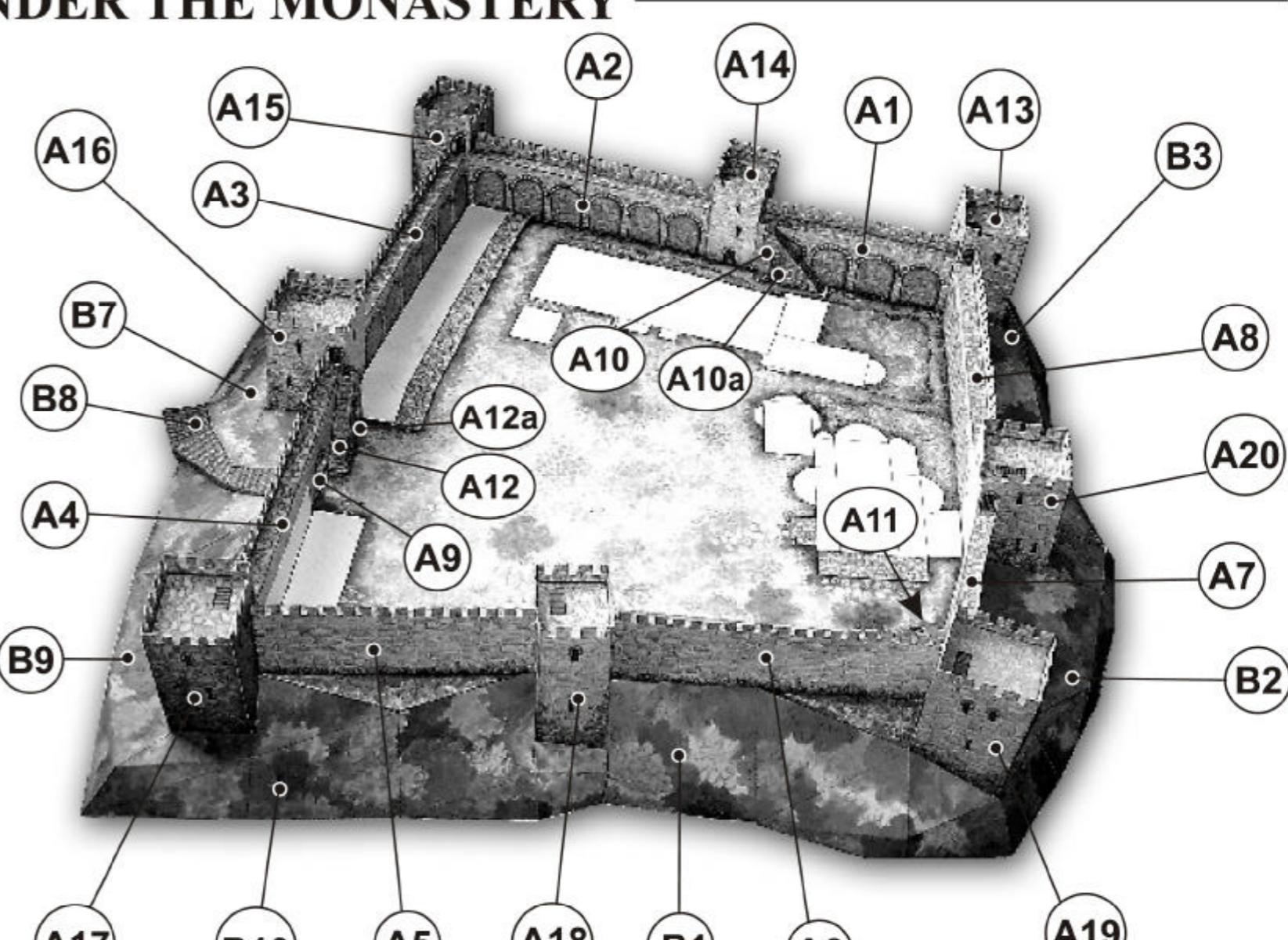
From the internal side of the fortress wall there are three single-armed ladders. Make ladder A10 with arch A10a, ladder A11 and ladder A12 with arch A12a. Stick them on the marked places. By this the monastery fortress wall is now completed.



STAGE 2

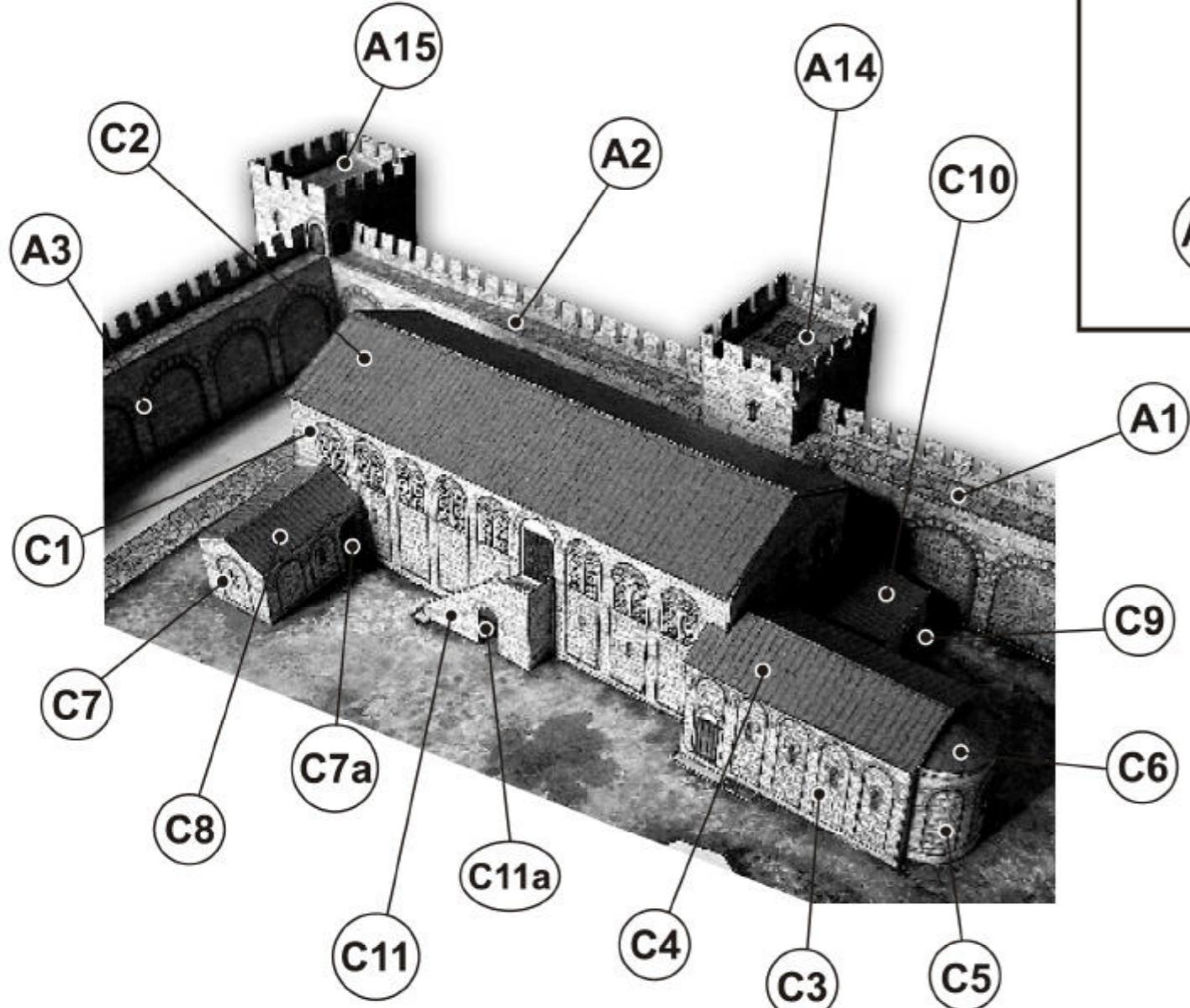
MAKING THE HILL UNDER THE MONASTERY

First in the middle of the lower side of the base you should stick the three supporting crosses made by elements B11 and B12. Having done this you should embrace the entire base with the terrain elements (from B1 to B10). Pay special attention to the path in front of the complex entrance B7, B8 and B9. Now you can fasten the formed hill with strong cardboard to make the model more stable (you can also make this at the end of the assembling).



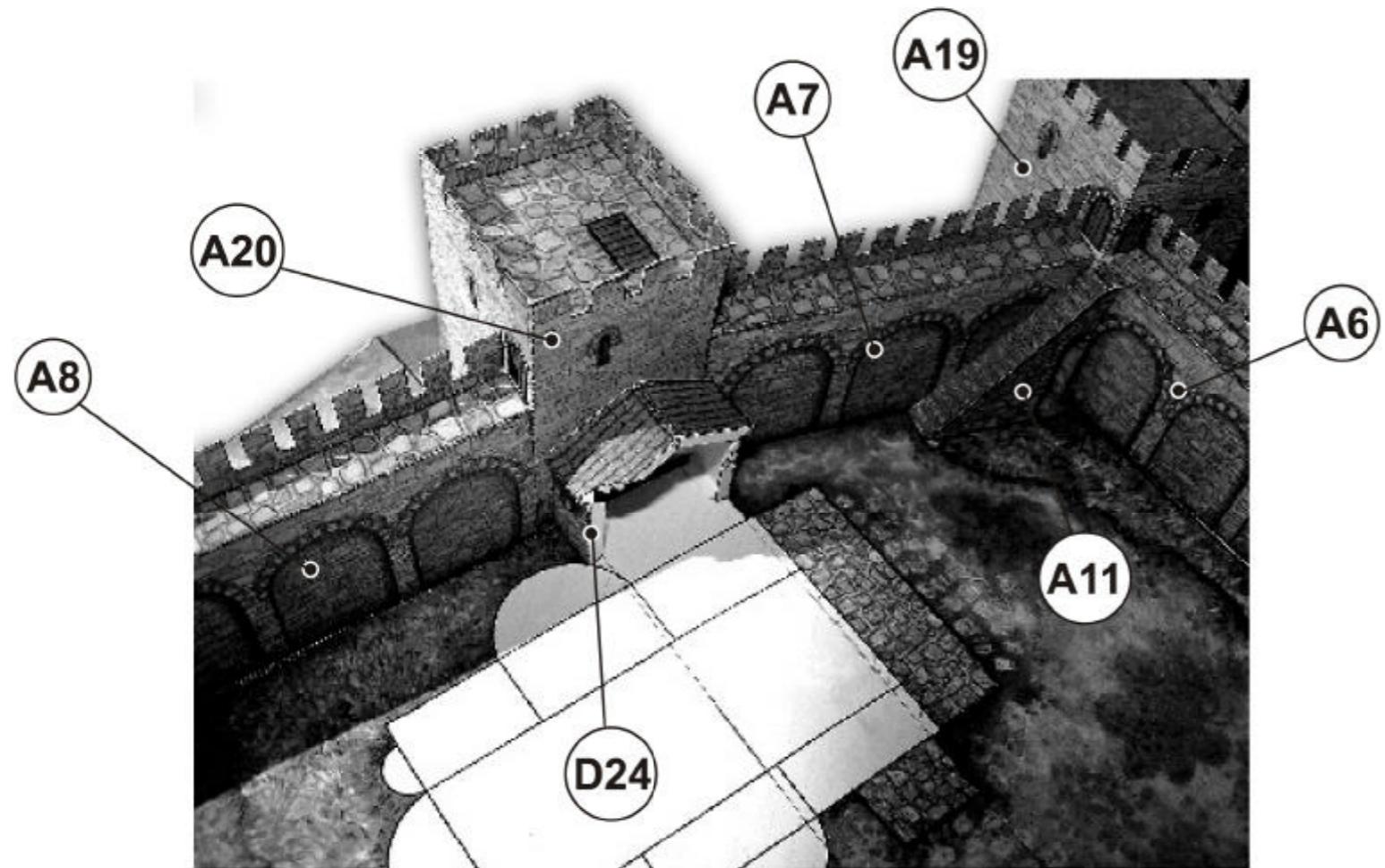
STAGE 3

ARCHBISHOP PALACE



You should start the construction of the palace with the main frame consisting of walls C1a and C16, and roof C2. To the main frame on the marked place you have to stick the principle staircase C11 by attaching in advance the arch bay C11a. Next to the main part is situated the dining room, consisting of wall C3 and roof C4, and apse C5 with roof C6. Between the two buildings you should stick the little farm building (wall C9 and roof C10). Now you have to make the bathroom of the complex in front of the palace facade. Stick walls C7 and C7a and above them place and stick roof C8.

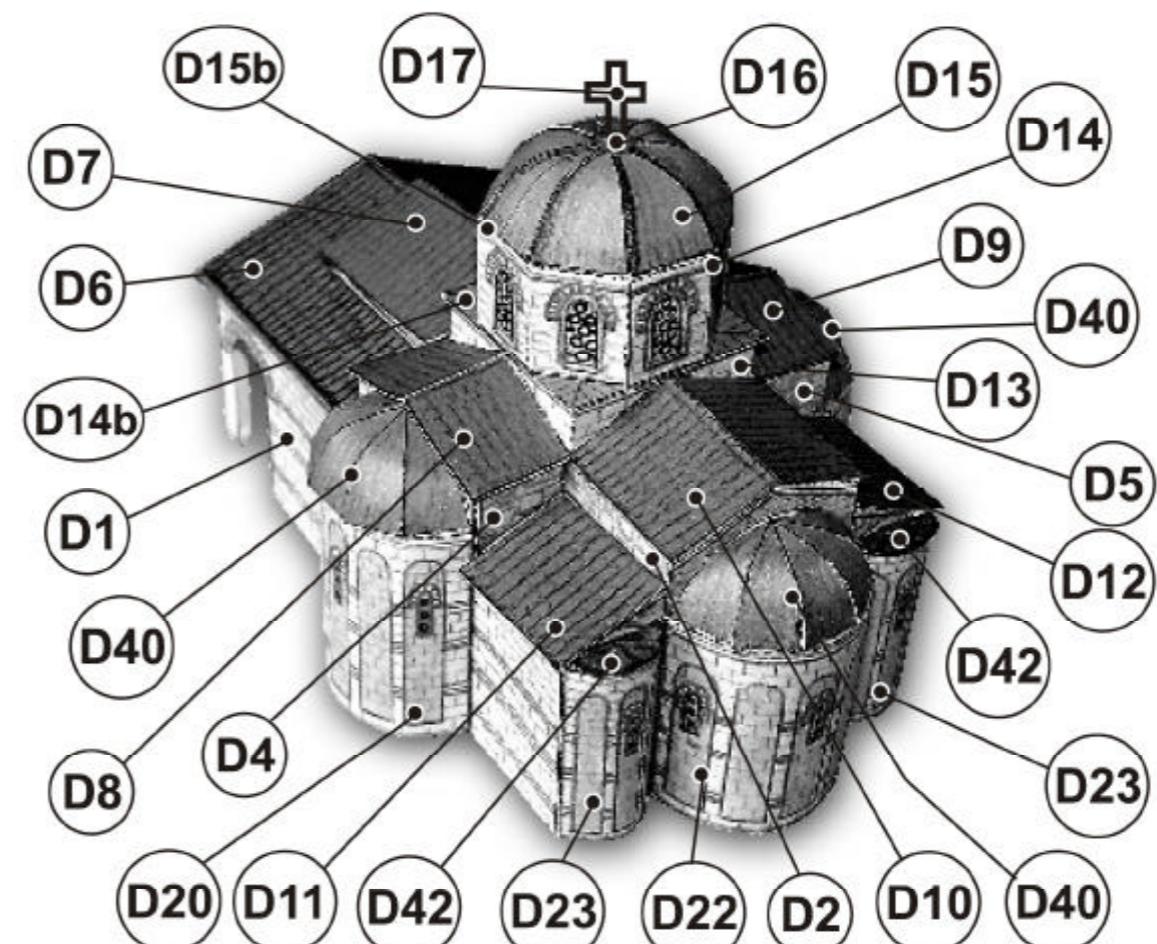
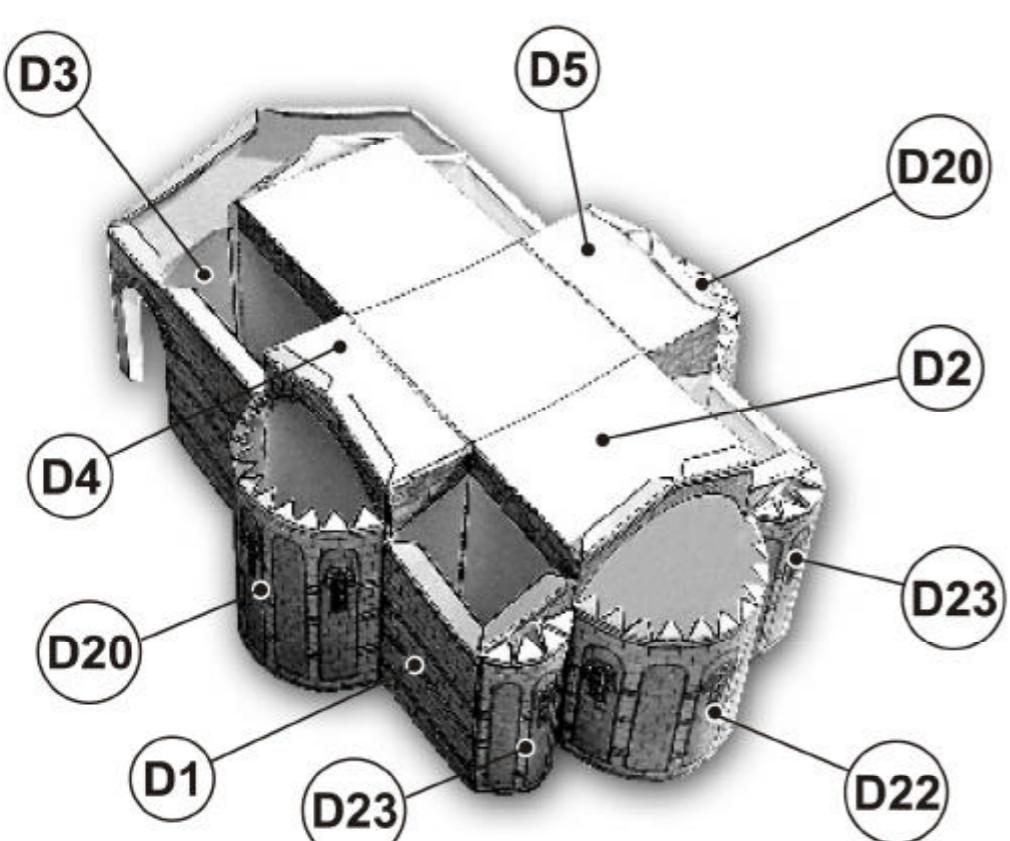
STAGE 4 CHURCH



Before you start constructing the church, make the little building between the church and the fortress wall **A20**. This is element **D24**. Stick this element first on the marked place as it shall be difficult for you to do it later.

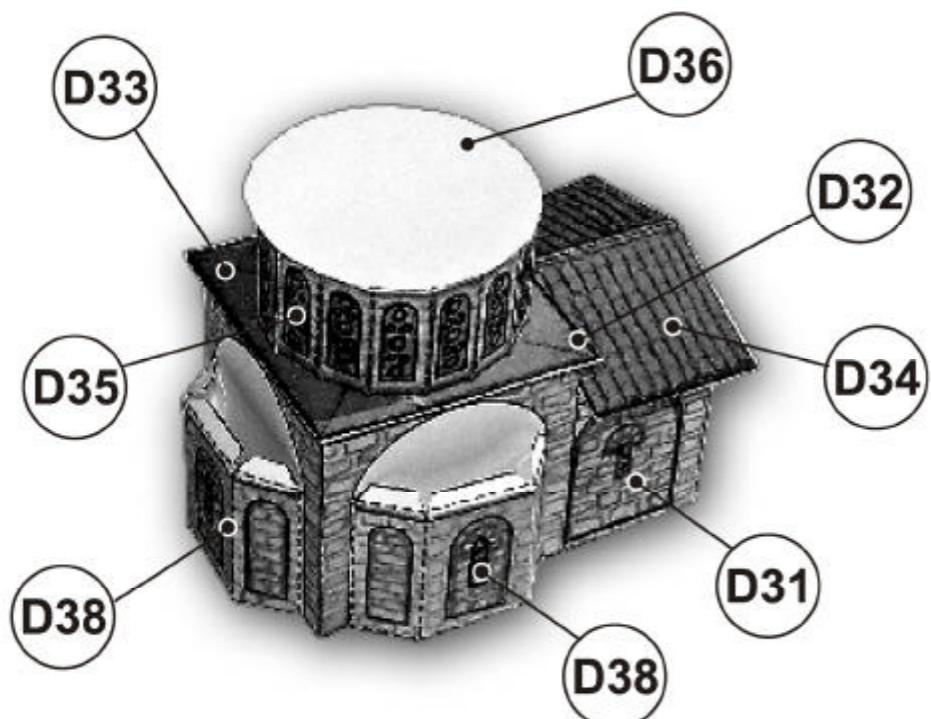
You can assemble the church separately and after it is ready you can stick it on the base or you can assemble the church straight on the base.

First you should make the main cross of the church. It consists of elements **D2**, **D4** and **D5**. As it is shown on the scheme, stick to the main cross wall **D3**. Then form the external facade with element **D1**. To the external facade stick the apses **D20** (2 pieces from both sides), the main apse **D22** and the side **D23**. To the side facade you should attach the gate **D18** and its roof **D19**. Then to the finished frame stick the dome base **D13** and the roofs **D6**, **D7**, **D8**, **D9**, **D10**, **D11** and **D12**. Stick the little roof **D14** above **D13** and on the top of it place the dome drum **D14**.

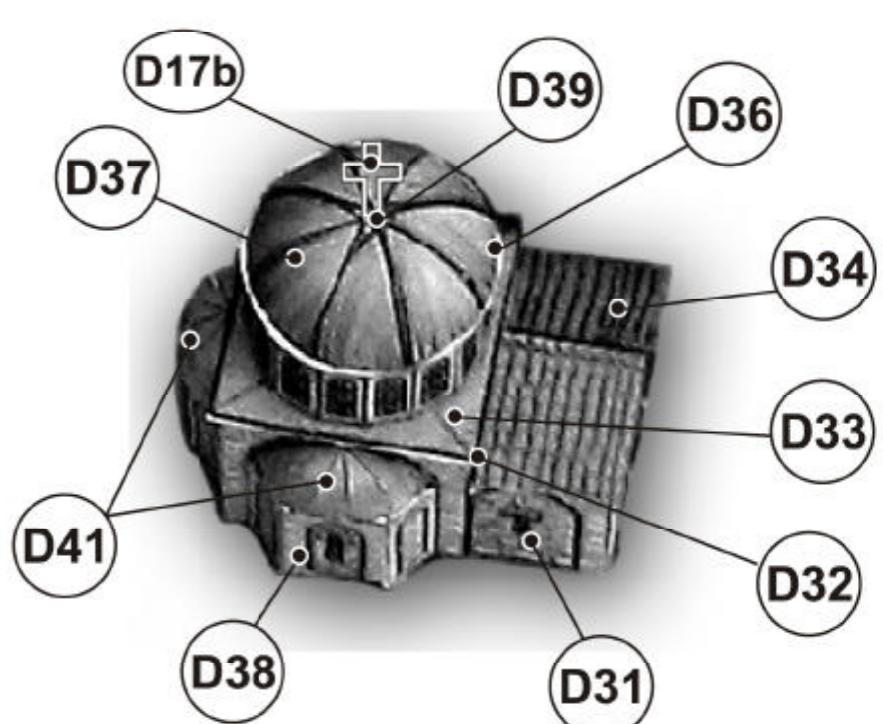


On the dome drum place the subroof **D15b**. Carefully make the church dome **D15** and stick it to **D15b**. Then above it place the dome top **D16** and above the dome top you should place the cross **D17a**. Now you have stick on their places the semi-domes of the apses (elements **D40**) and the little roofs of the small apses **D42**. And the church is completed.

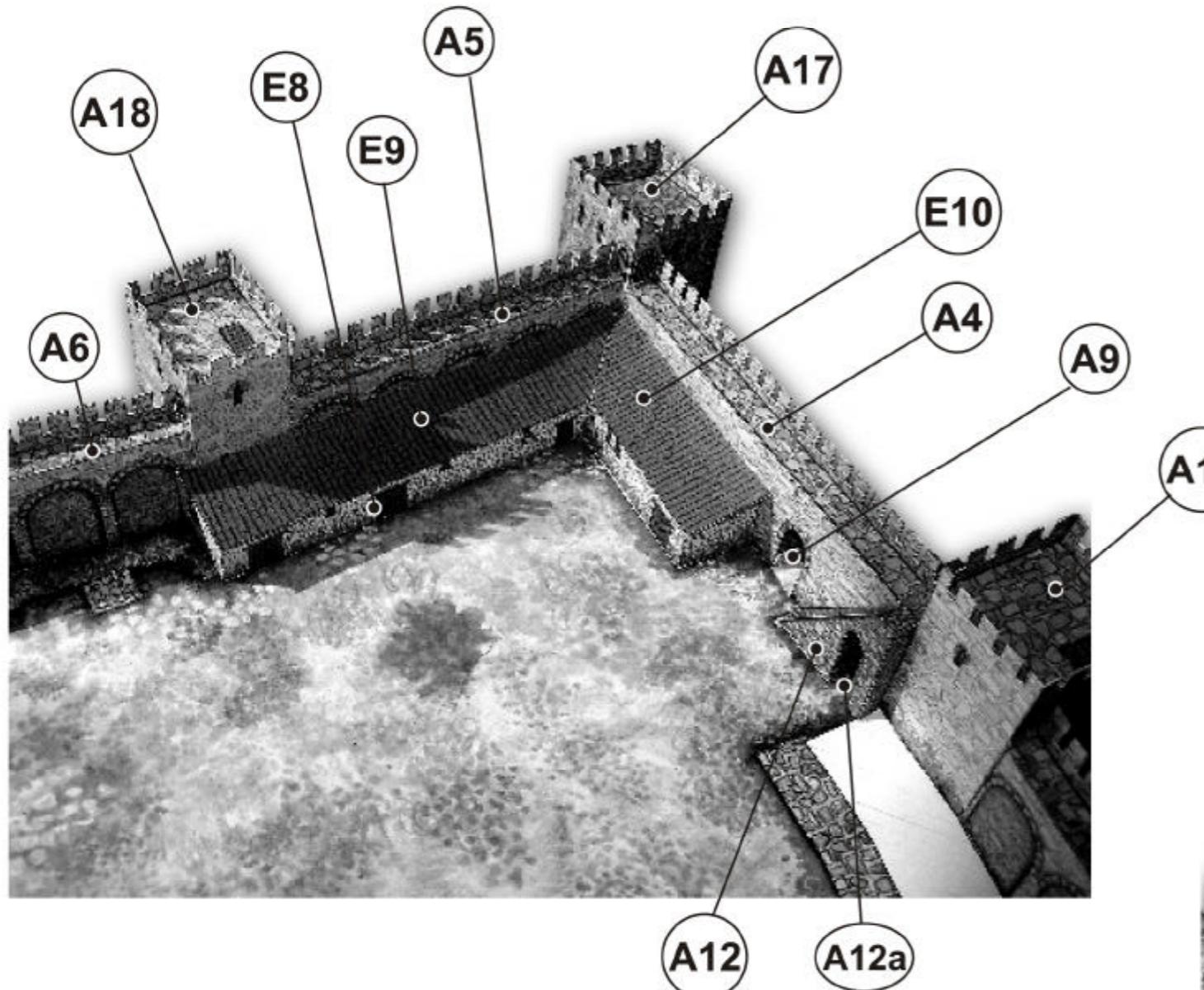
STAGE 5 THE CHAPEL NEXT TO THE CHURCH



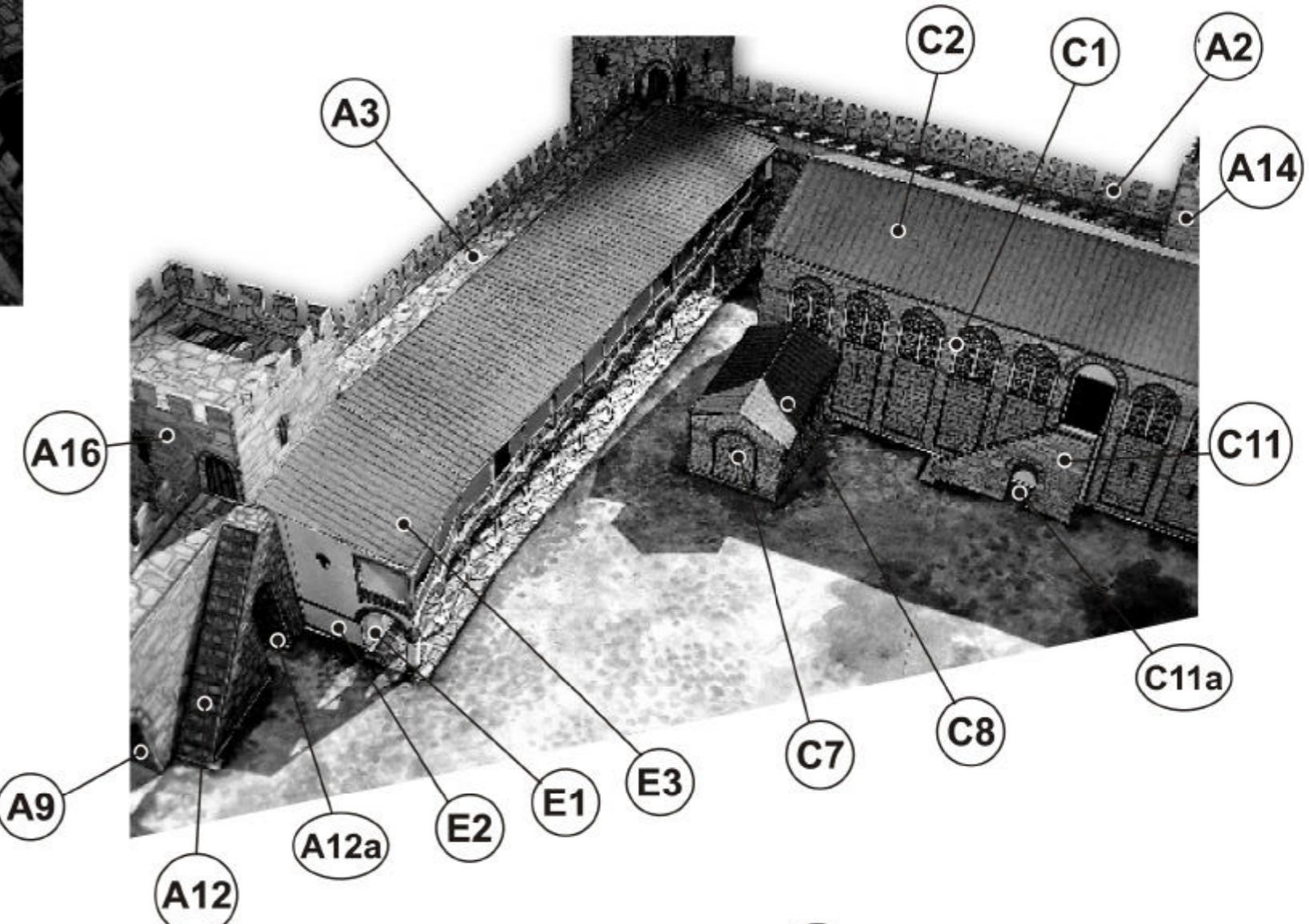
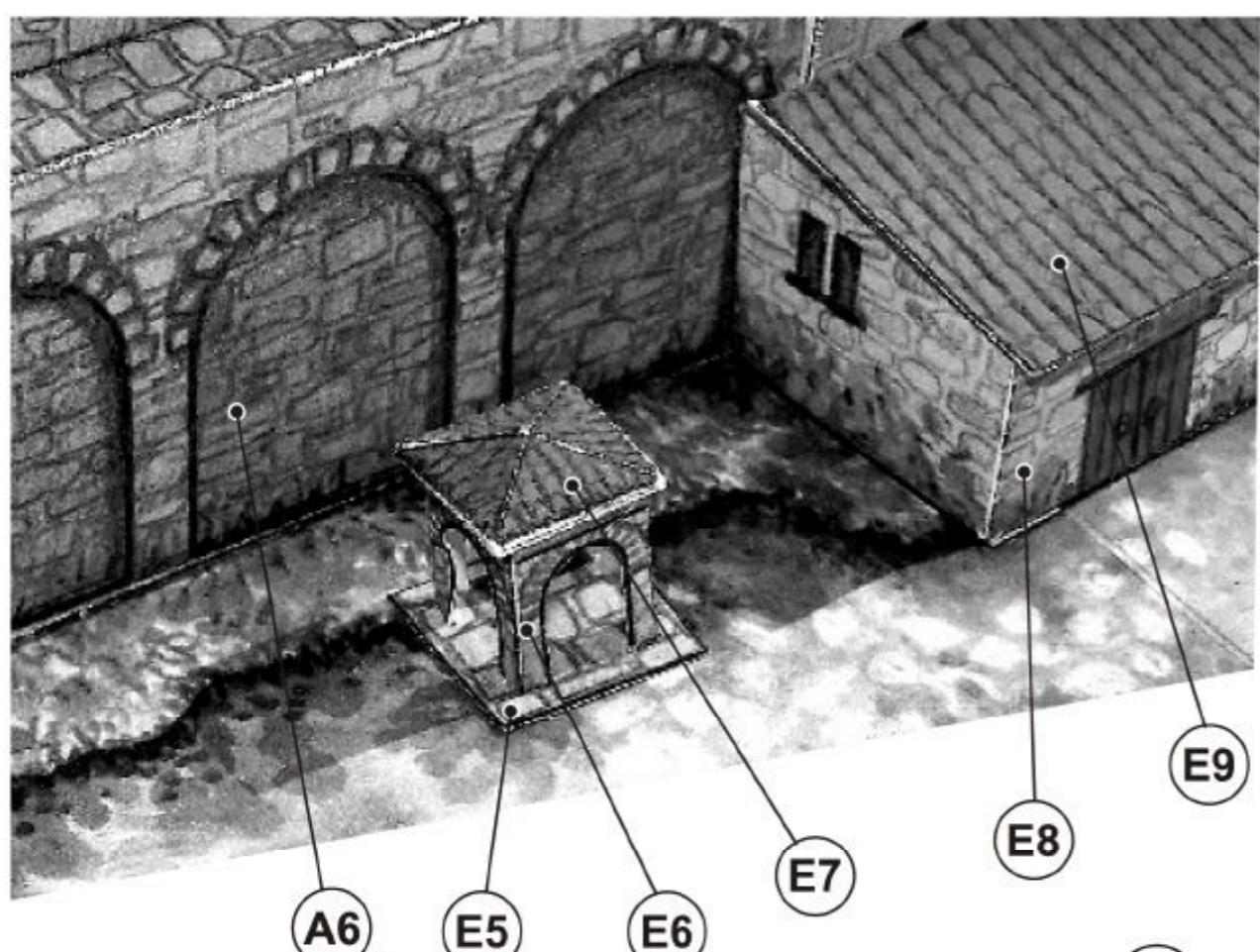
Make the frame of the chapel with walls **D31** and **D32**. Attach to them the roofs **D33** and **D34**. To the three facades of the building stick the apses **D38**. Over them attach the semi-domes **D41**. Above the roof **D33** make the dome drum **D35** with subroof **D36**. On the subroof stick dome **D37** and its top **D39** and above it, you should place the chapel cross **D17b**.



STAGE 6 MONASTERY WING, FARM BUILDING AND A WELL

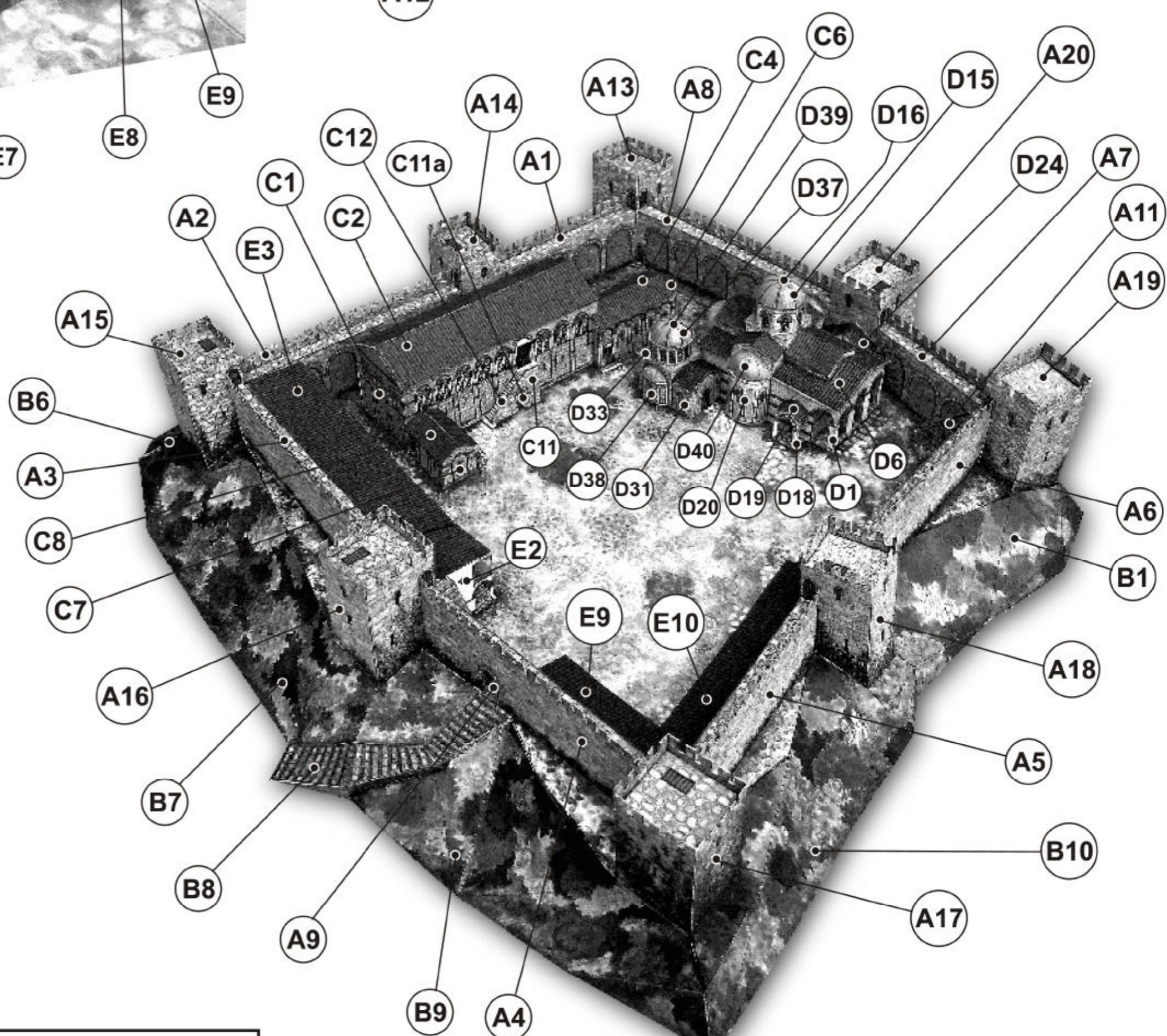


The monastery wing consists of internal wall E1, facade E2 and roof E3. Carefully cut all arches of the facade E2 and pay attention when sticking this element that the folds of all columns to be placed on the marked places on the base.



Stick to the base the wall of the farm building E8. Above it make the roof with elements E9 and E10.

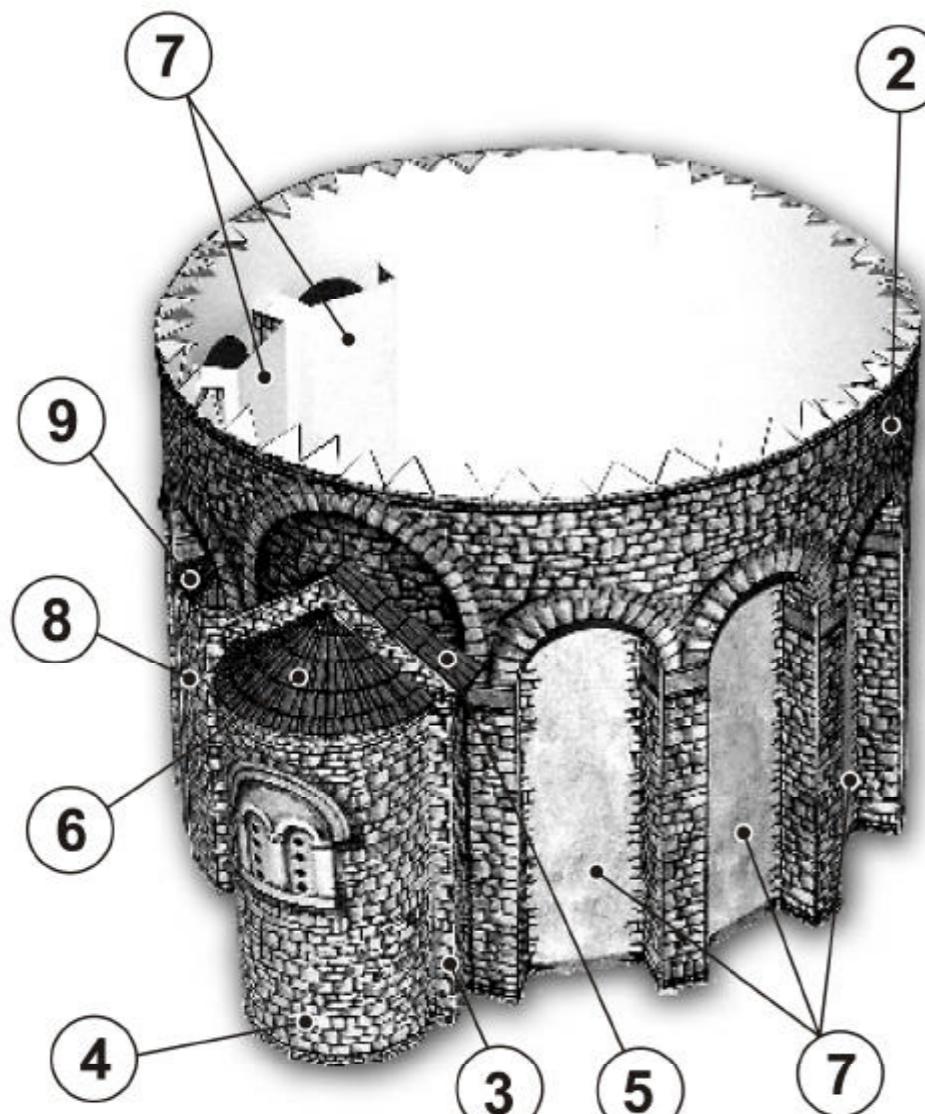
The well in the courtyard consists of base E5, wall E6 and small roof E7. When you connect these elements one to another, stick them on their places on the base.



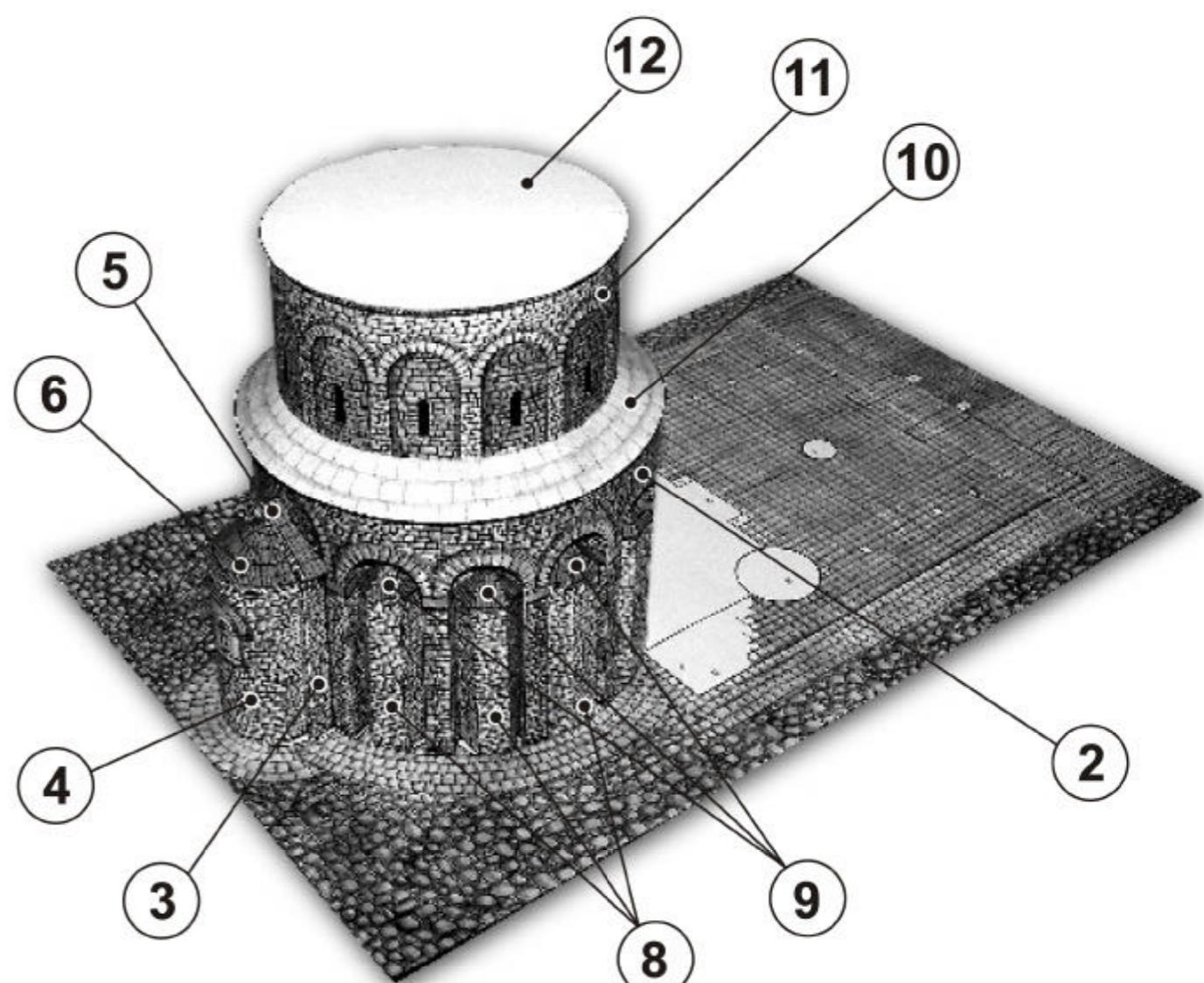
LEGEND: fold cut

STAGE 1

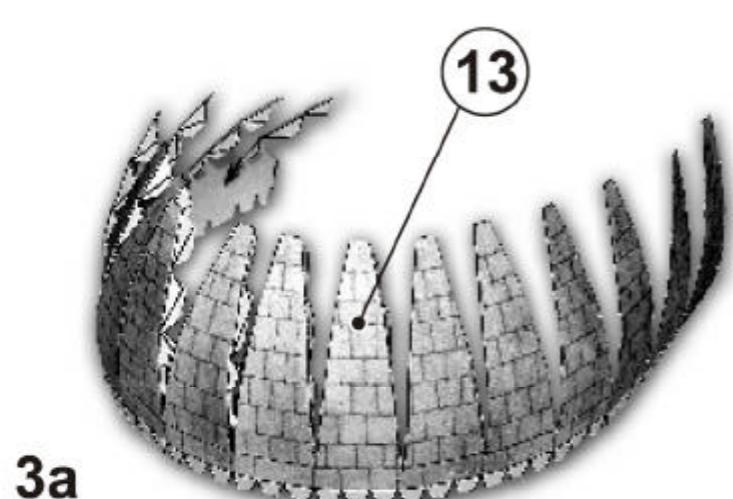
ASSEMBLING OF THE MAIN SECTION



Join only from one side (on the place where is the white area for sticking of element 3) the two parts of element 2 (without sticking them from the other side and form closed circle). After you have cut the eight arches in the wall, stick to each of them one bay 7. In each bay 7 place one of the eight three-sided apses 8 and on the top

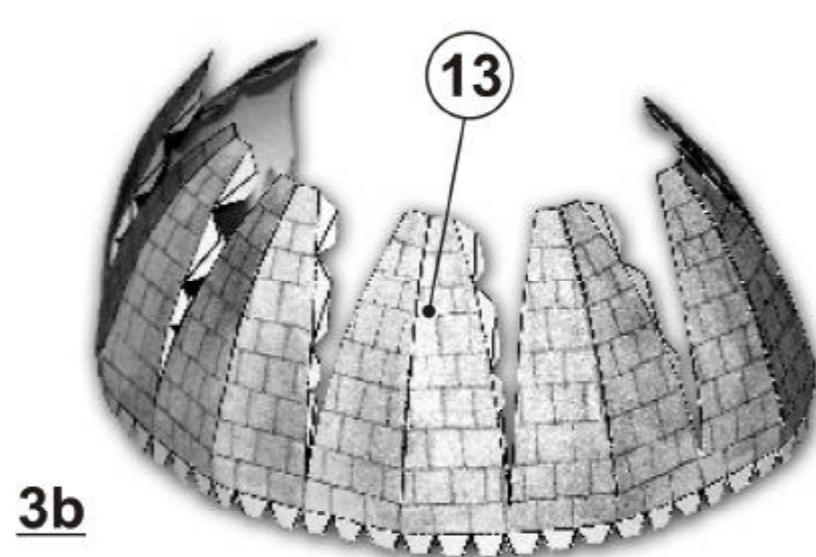


of them put their small roofs 9. On the marked place on wall 2 stick element 3 and its roof 5 and next to it stick apse 4 with roof 6. Join at the other end the so formed complex element in order to form cylinder as it is shown on the pictures. Then stick it on the base which two parts you have joint before that. Above this cylinder you have to stick the interstitial roof 10, and above the interstitial roof put the dome drum 11. Then stick subroof 12 over wall 11.

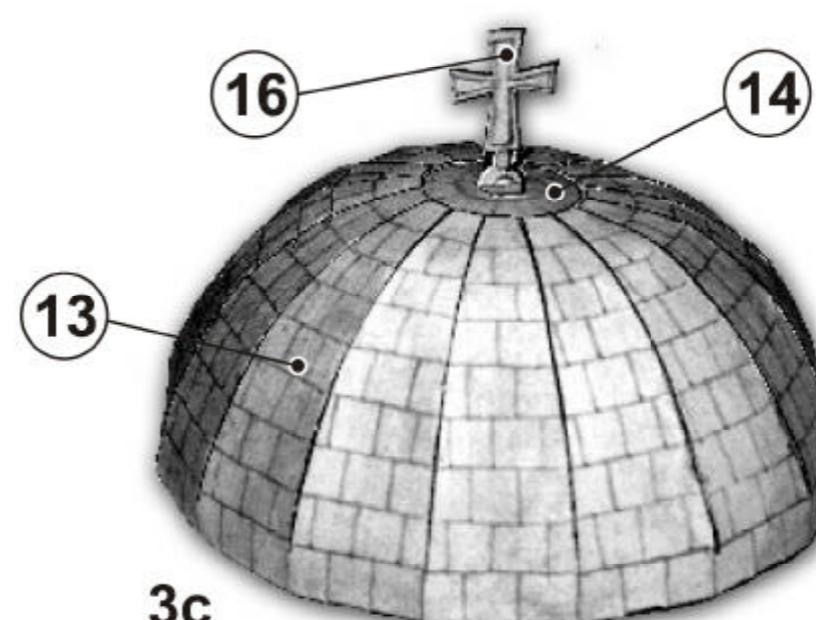


3a

ASSEMBLING OF THE DOME: After element 13 is already cut, fold it in the way, shown on the first picture. The dome consists of 16 identical segments. Start to stick them in pairs by missing one segment per each pair, as it is shown on the second picture. After that connect the rest of the segments to form regular dome. Stick on the top of the dome the small circle 14, and above it put the cross 16. It would be easier for you to make a regular cross if you first fold and stick one to another its two sides and after that cut them together following the line from one side. You should stick the finished dome over subroof 12. Element 15 represents the periphery of the dome. You have to stick its ends in order to form a circle. Then make 16 cuts with a scissors on the marked places and bent the ends. The so prepared element, stick to dome 13 and the subroof 12 in order to receive a regular oval (see the picture).



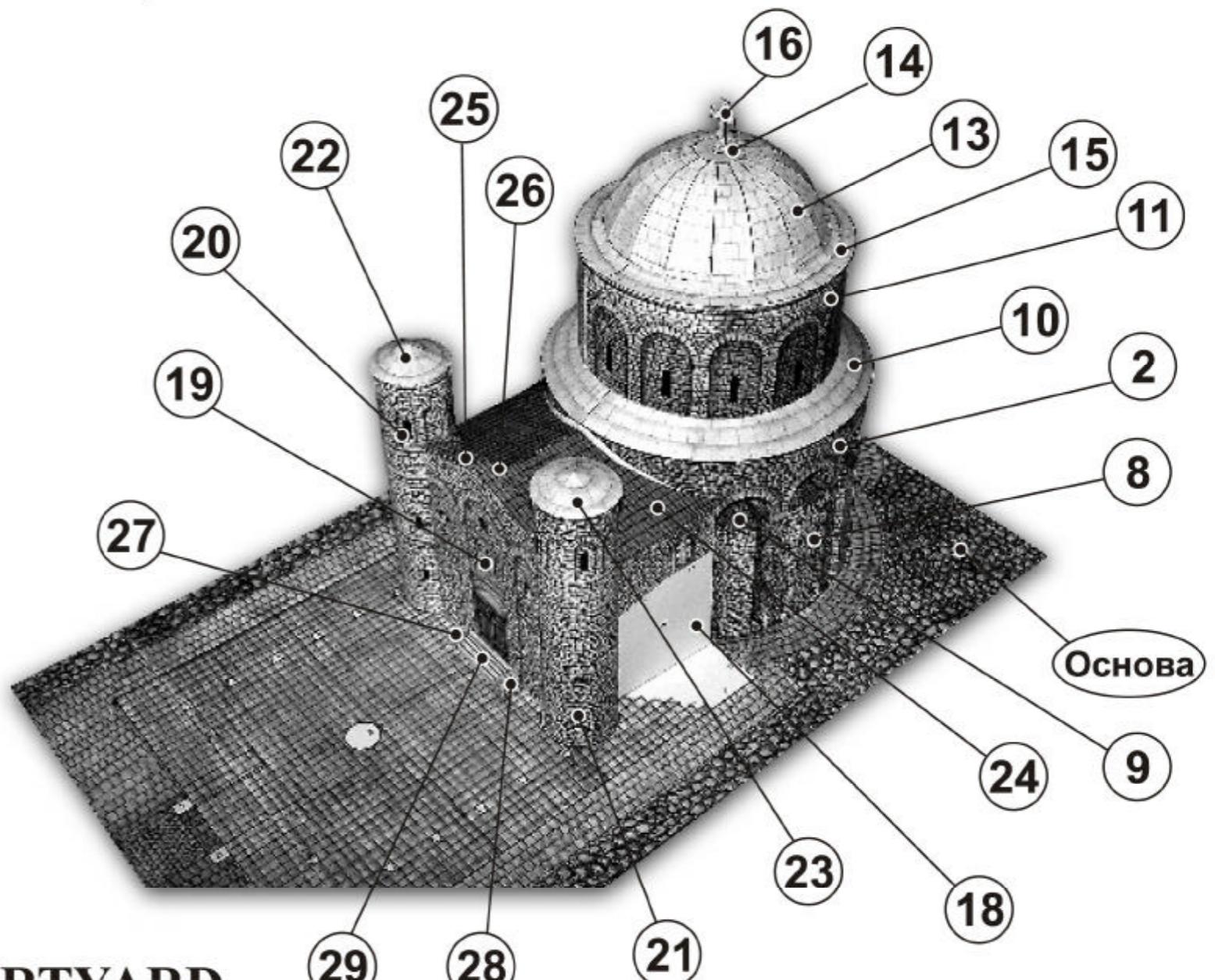
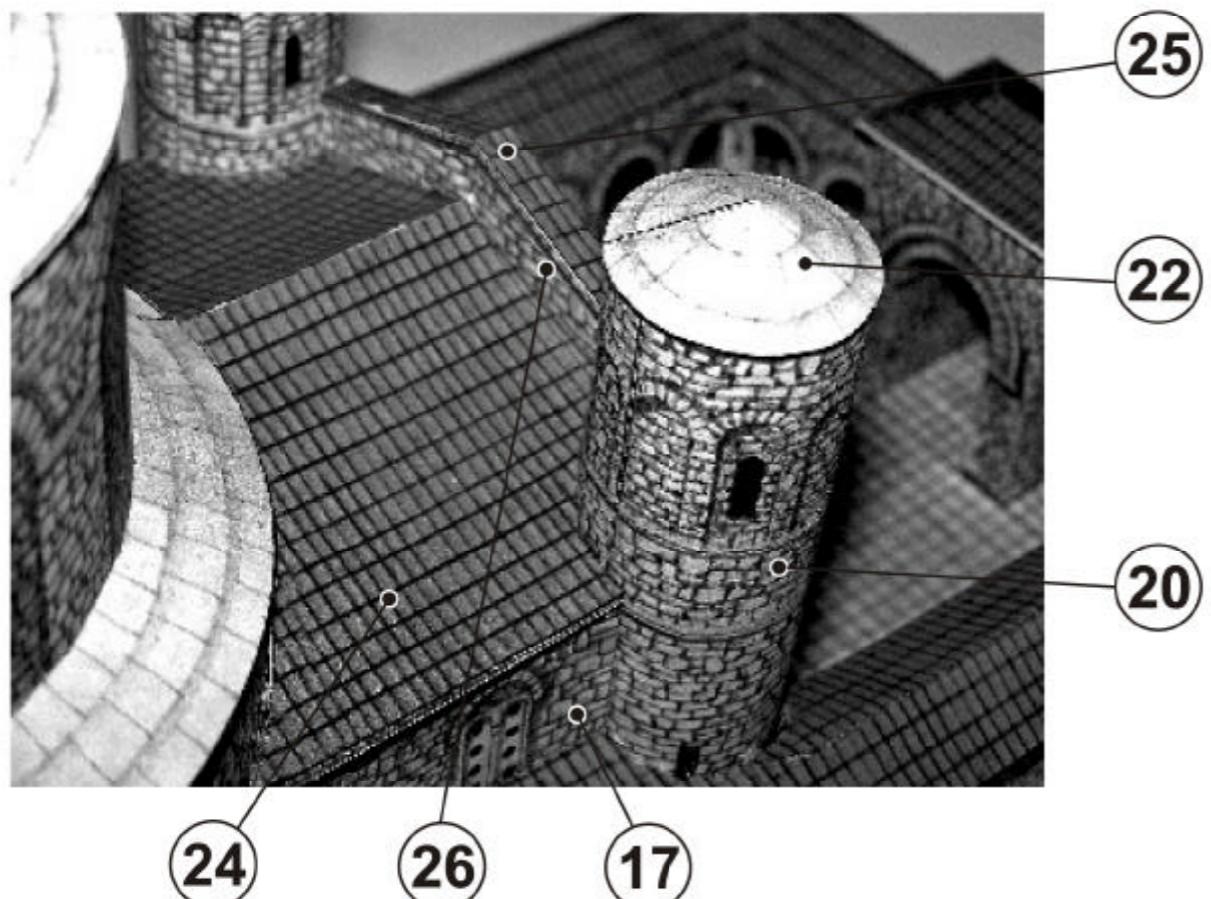
3b



3c

STAGE 2**ASSEMBLING OF THE NARTHEX (ANTECHAMBER)**

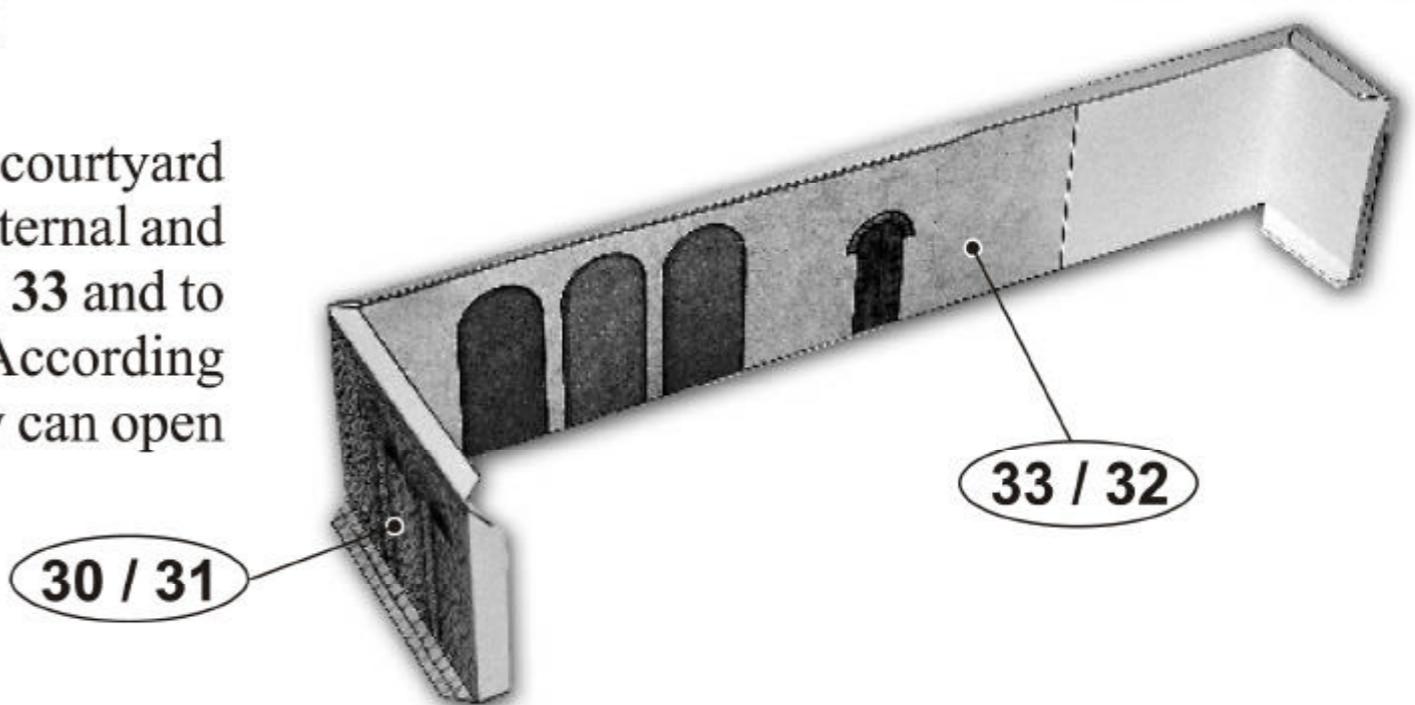
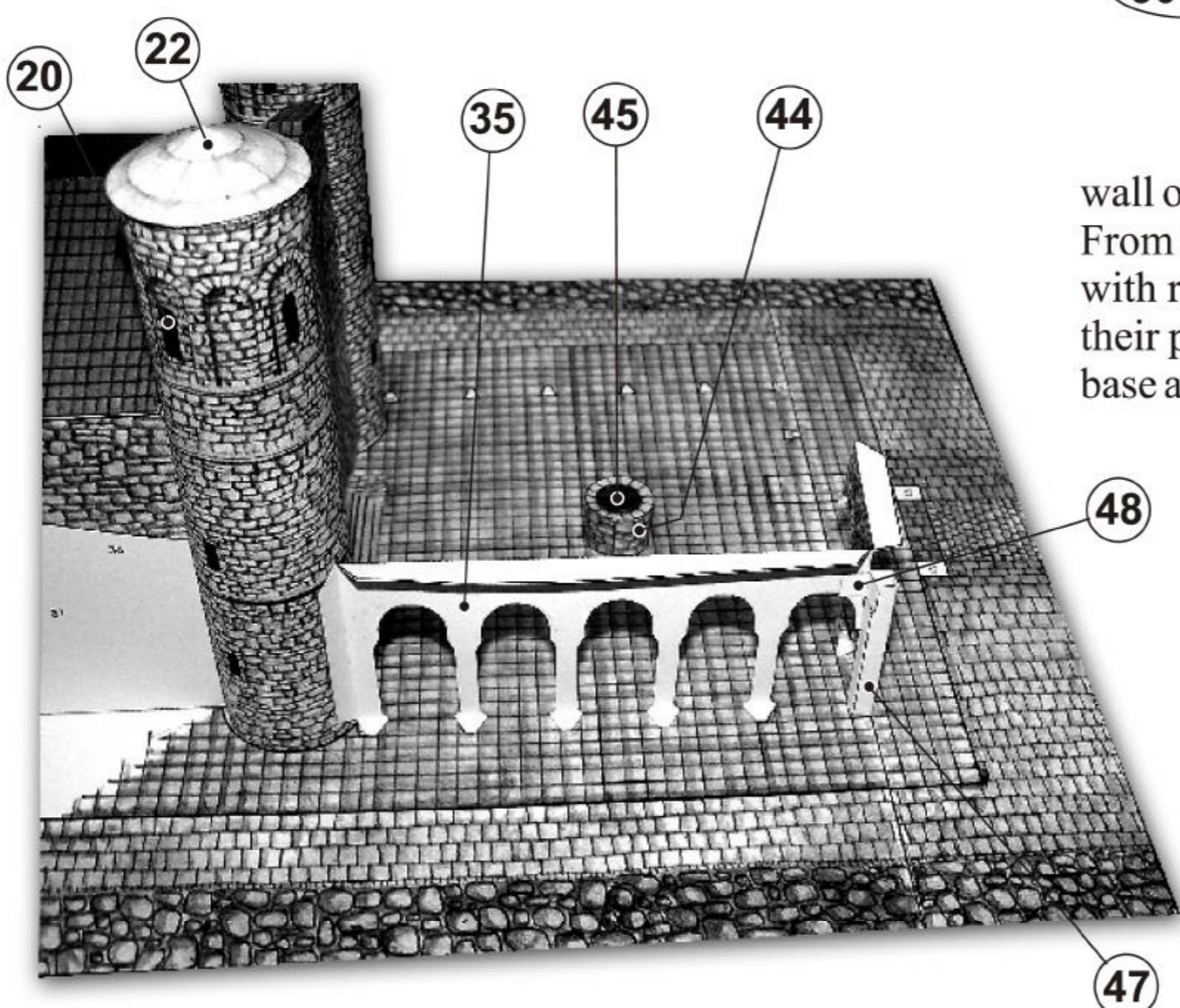
To the so assembled elements up to now and to the base you should stick the two sidewalls of the antechamber **17** and **18**. In front of them place towers **20** and **21** with roofs **22** and **23**. Now you have to place roof **24**. When you are ready with it too, stick the facade of the church **19**.



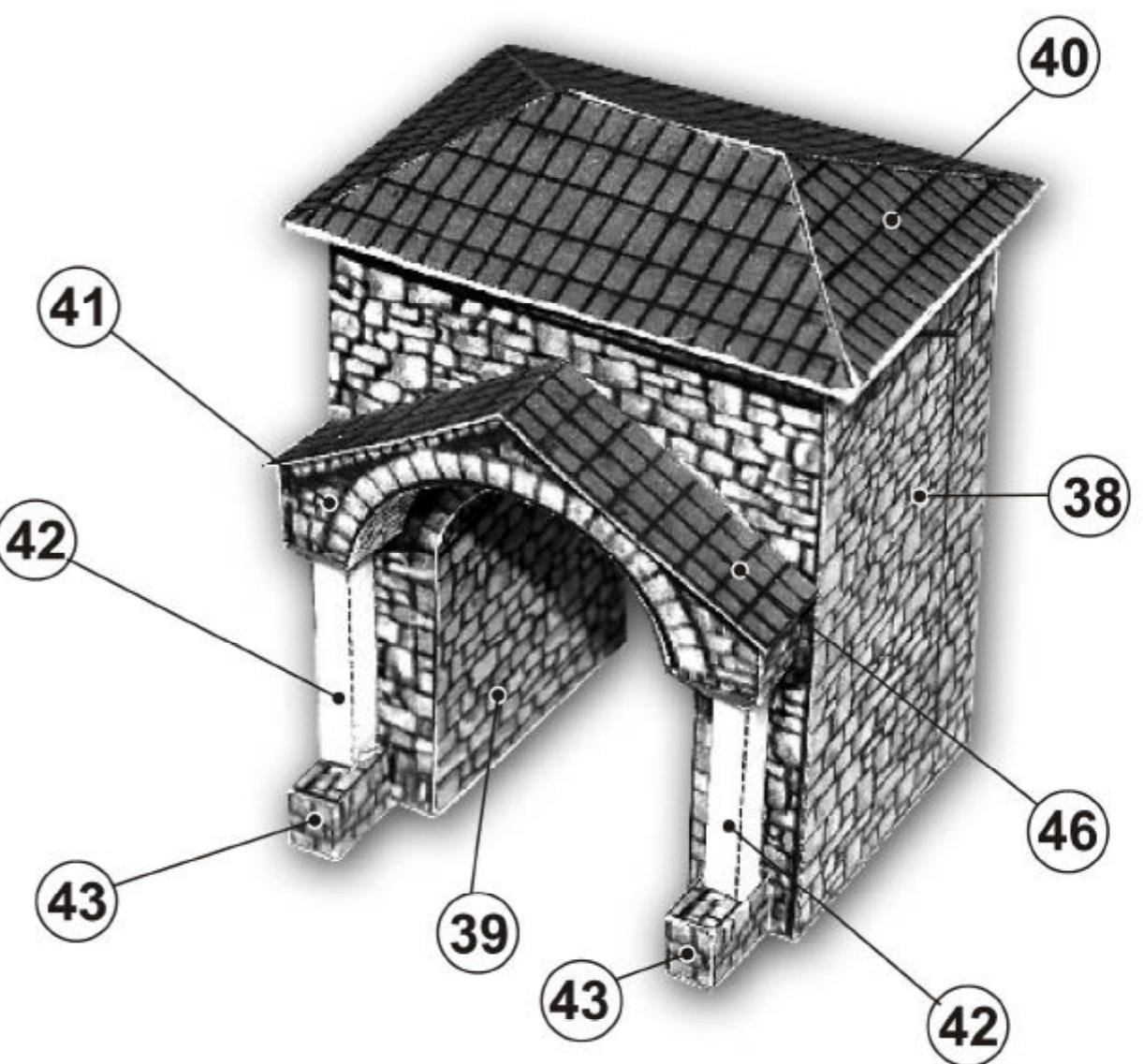
Over roof **24** and behind wall **19** stick the small wall **26**. Then place the small roof **25** on walls **19** and **25**. Now you have to form the main entrance in front of the facade. Stick the two rails **27** and **28** to **19** and the base and between them place and stick the staircase **29**.

STAGE 3 ASSEMBLING OF THE COURTYARD IN FRONT OF THE CHURCH

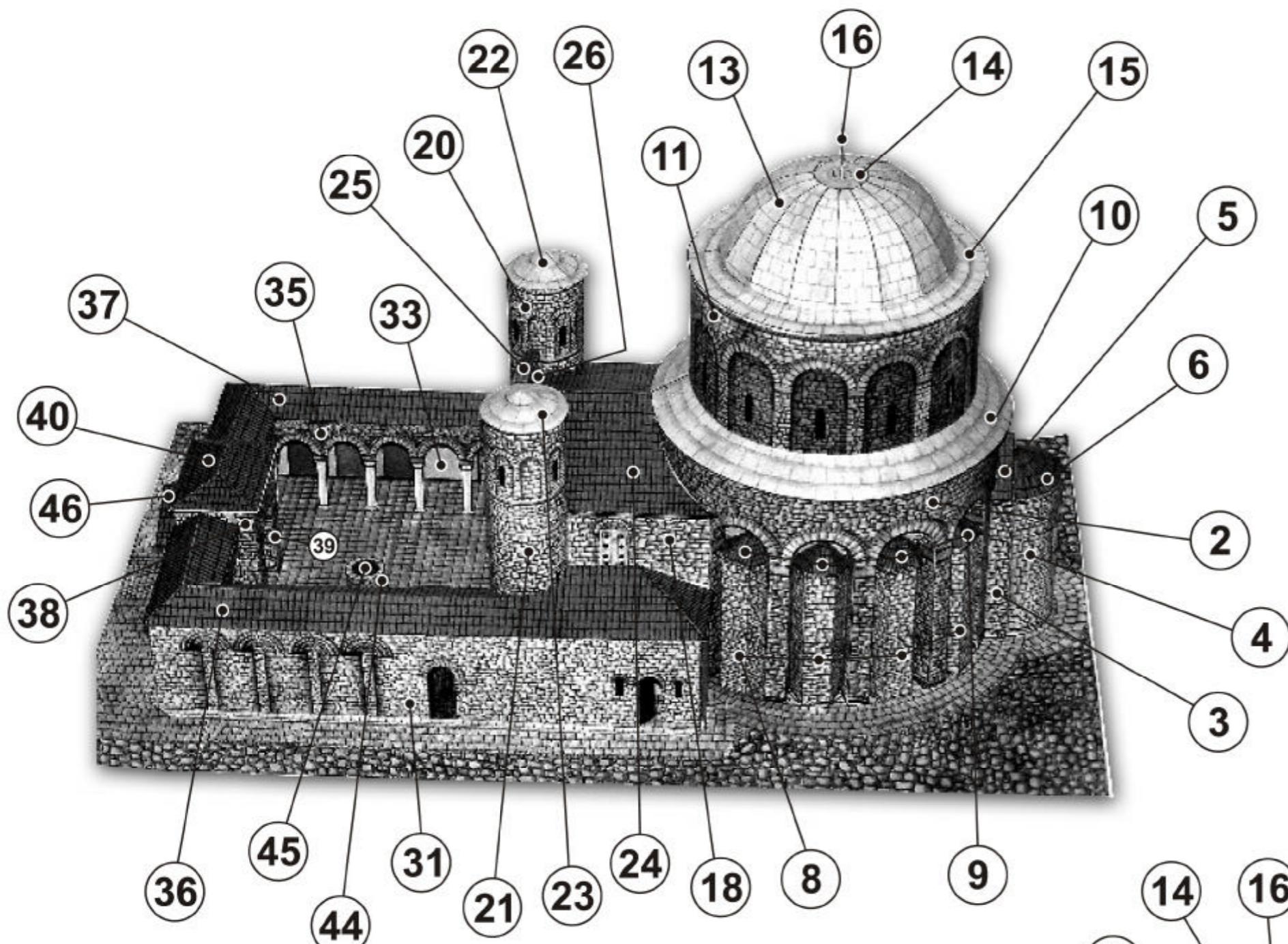
First you should prepare the two external walls of the courtyard without sticking them to the base. Each external wall consists of internal and external part. Because of this stick to element **30** the internal wall **33** and to element **31** stick internal wall **32**, as it is shown on the picture. According your desire you can cut and fold the doors in the walls so that they can open and close.



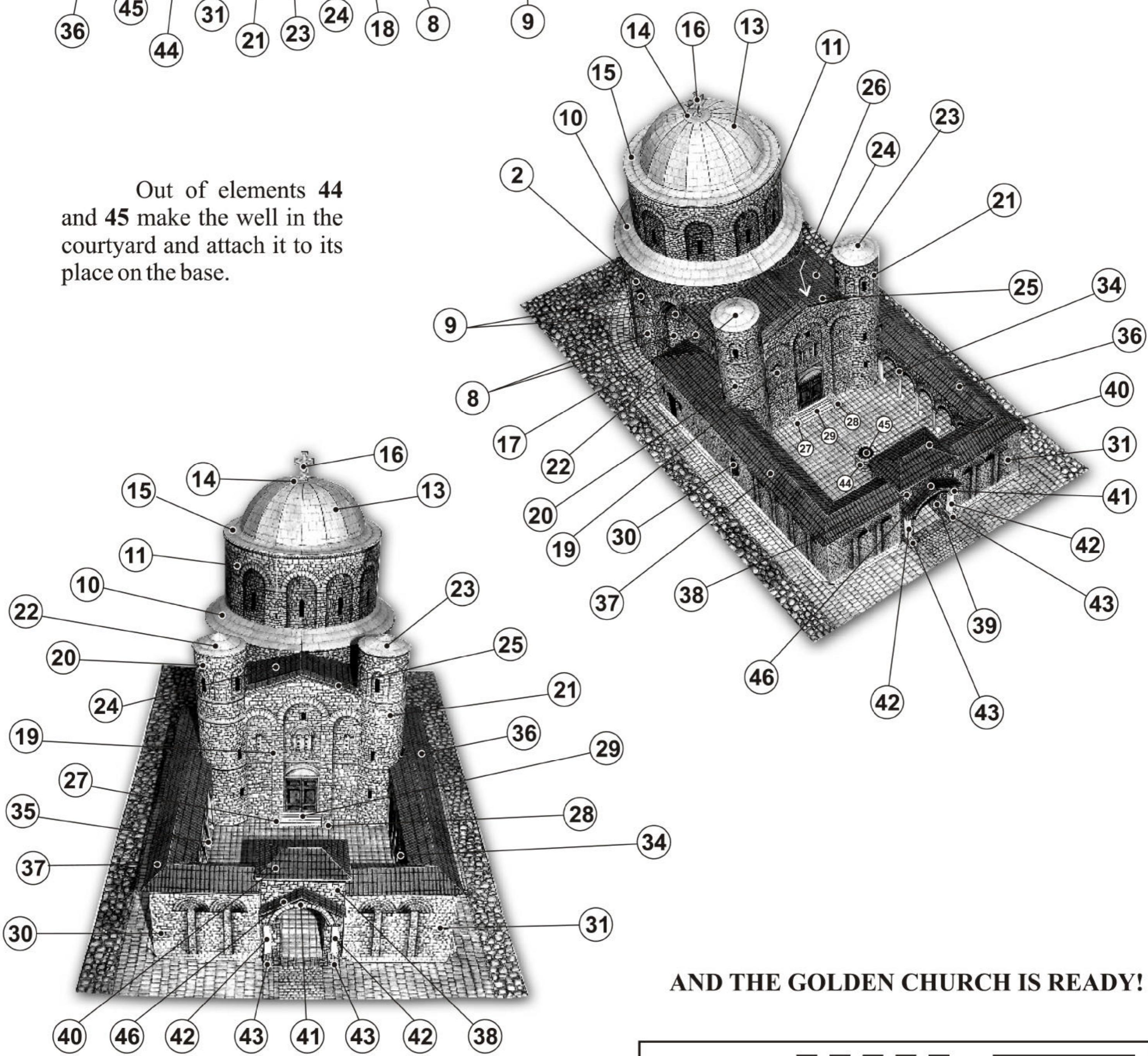
Now you have to make the entrance gate. To the internal wall of the gate **38** stick passage **39** and above them place roof **40**. From the outside of the gate on the marked places add the arch **41** with roof **46**, and beneath them place the small columns **42** with their pedestals **43**. The so completed element you can stick to the base and to the colonnades **34** and **35**.



Then stick the colonnades to the courtyard **34** and **35**. At the corner of each colonnade place one column **47** and connect it to the wall through joining element **48**, which shall remain hidden.



Now add the already prepared external walls 30/33 and 31/32. Over the so formed area, place the two 36 and 37 to close the courtyard.



AND THE GOLDEN CHURCH IS READY!

LEGEND: **fold** **cut**

Instructions for assembling

SENTRY BORDER FORTRESS TOWER BUKELON

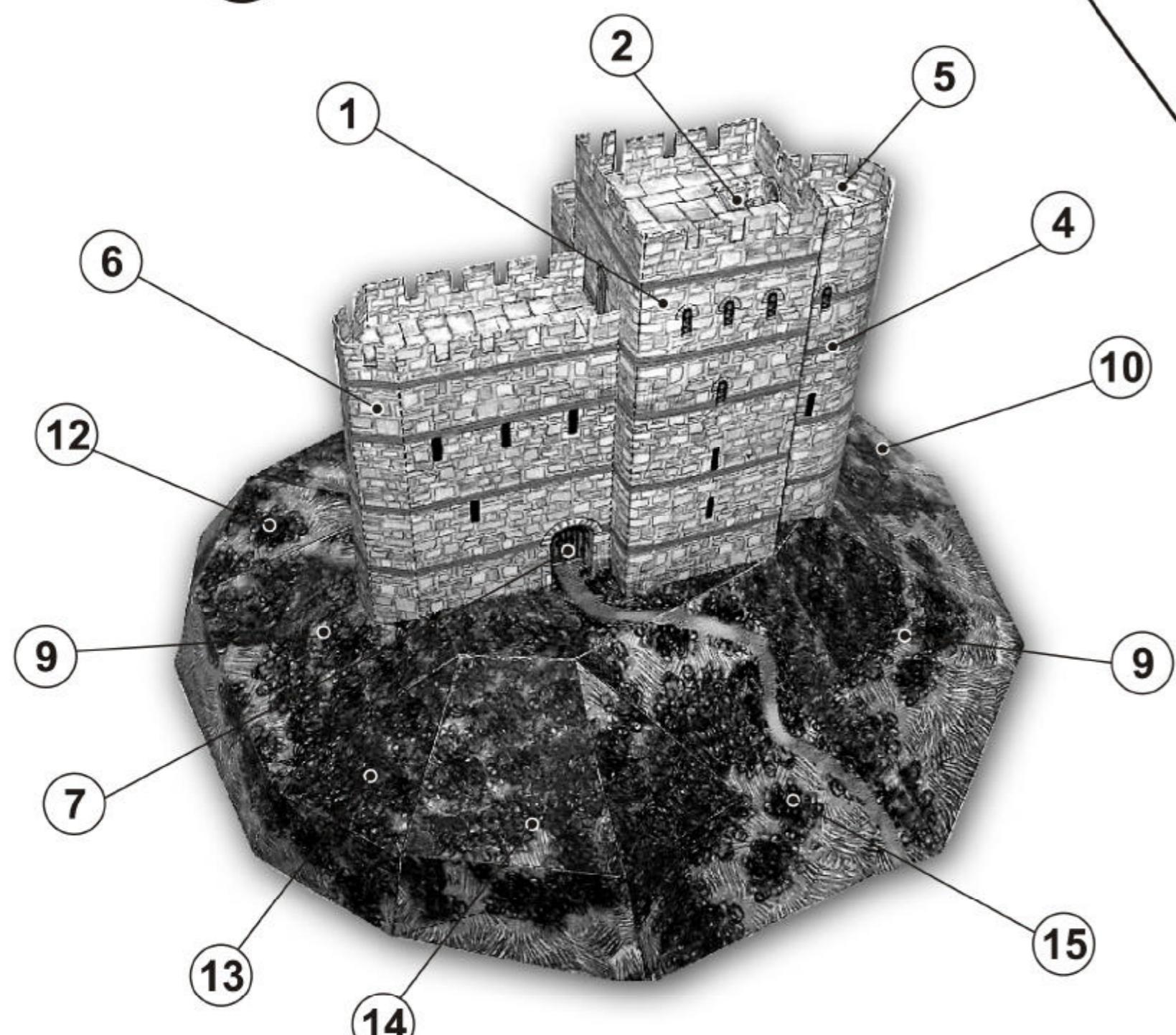
STAGE 1

ASSEMBLING OF TERRAIN

From elements **8, 9, 10, 11, 12, 13, 14** and **15** form the height on which the tower shall raise. Start with the main element **8**. To this element stick elements **9, 11** and **14**. Then to the work done add elements **10, 12, 13** and **15**, the hill of the base shall be completed.

STAGE 2

ASSEMBLING OF TOWER

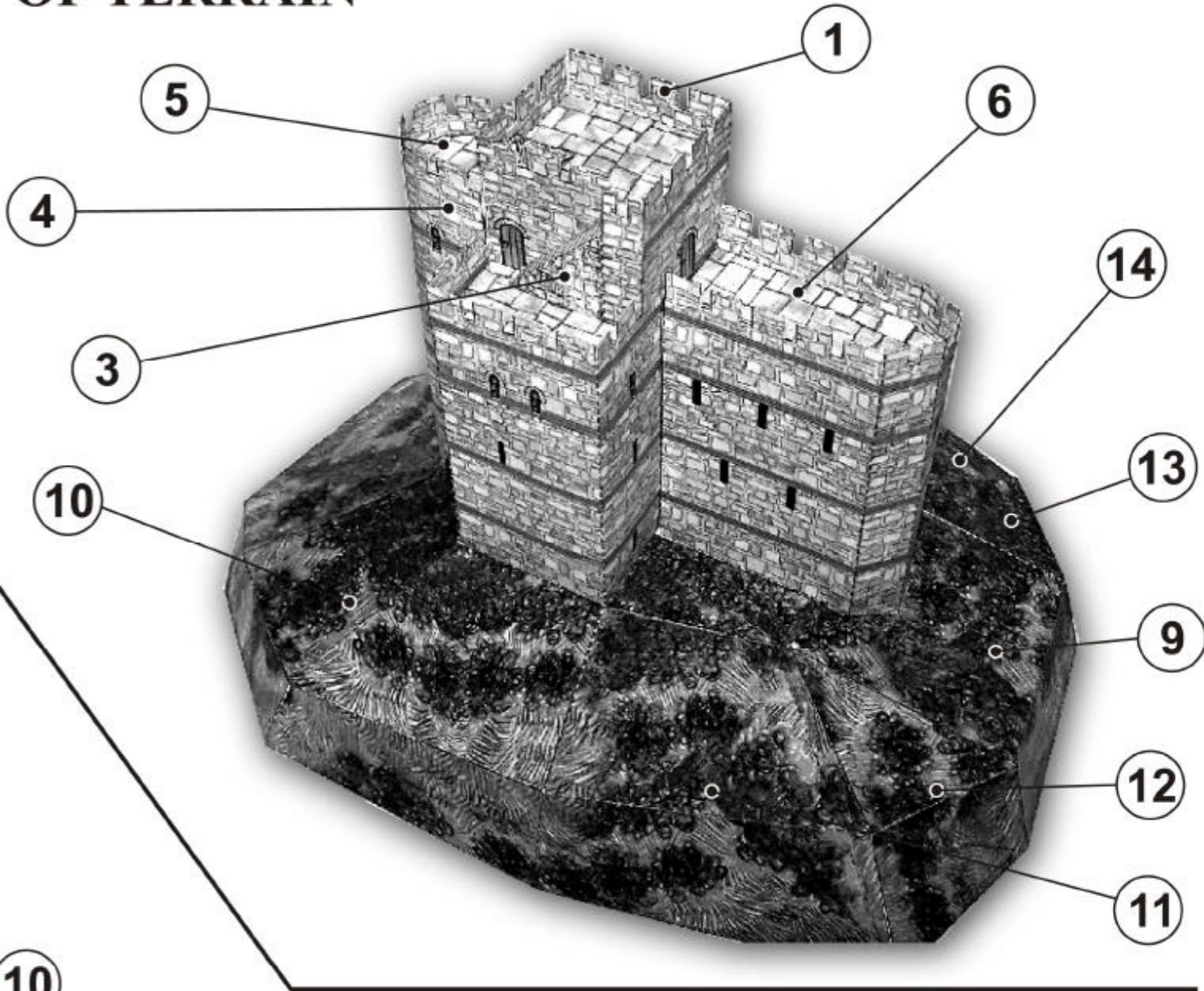


The main frame consists of wall element **1** and stairs **2** and **3**. Before you stick the walls of element **1** one to another, in order to form the tower put on the marked place staircase **2**. When the tower is already assembled, stick on the marked place the internal staircase **3**.

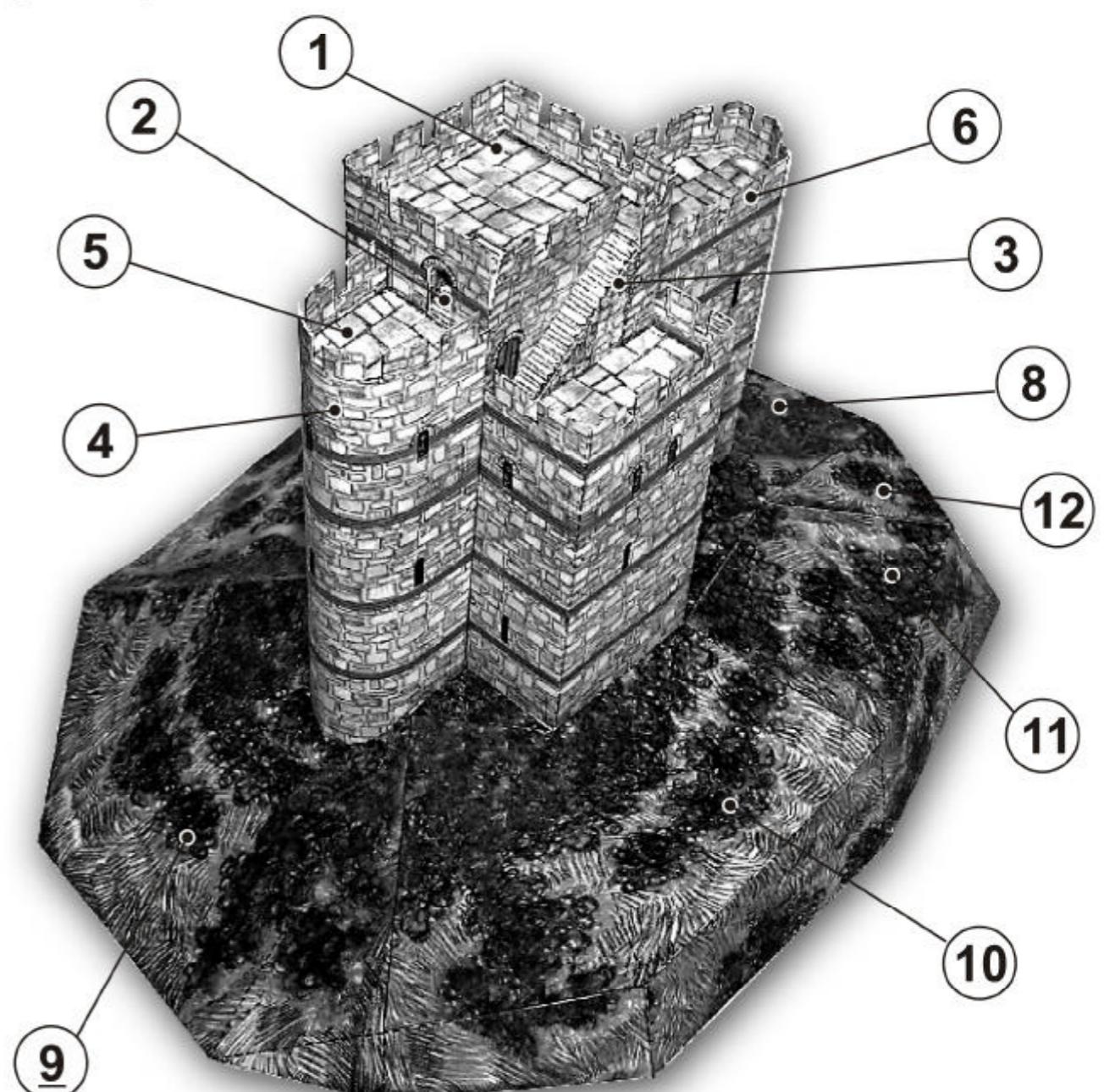
The entrance frame consists of wall – element **6** and the alcove of the entrance door – element **7**. You should first form the alcove **7**. Stick it to the wall **6** on the place of the arch on entrance, which you cut beforehand.

The second side frame consists of wall **4** and battle stage **5**. When you are ready with the battle openings on the top of wall **4**, bend well this element so that you can have regular oval in the middle part. Stick to it the battle platform **5**.

Connect the three parts of the tower one to another on the marked places. Stick to the base. To have better stability you can attach the model to strong cardboard.



This small fortress tower consists of three frames, attached to one another. You should first assemble them separately, then you should attach them to one another and at the end you should stick the ready tower on the base. Before you start connecting the separate elements, you should form the pinnacles on walls **1, 4** and **6**. For this purpose fold and stick these elements on the marked places so that you receive battle openings with two faces and then cut the white fields between the battle openings.

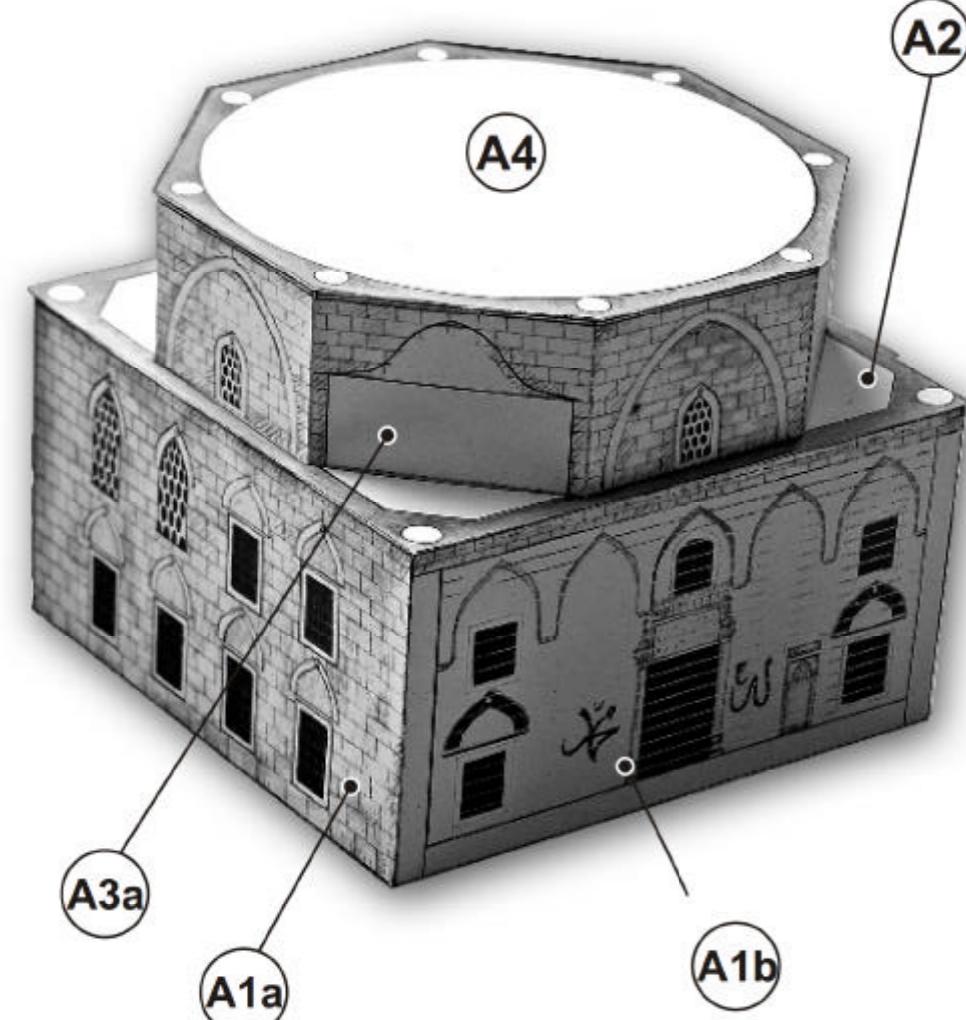


LEGEND: fold cut

ASSEMBLY INSTRUCTIONS

THE TOMBUL MOSQUE (TOMBUL DZHAMIA)

STAGE 1



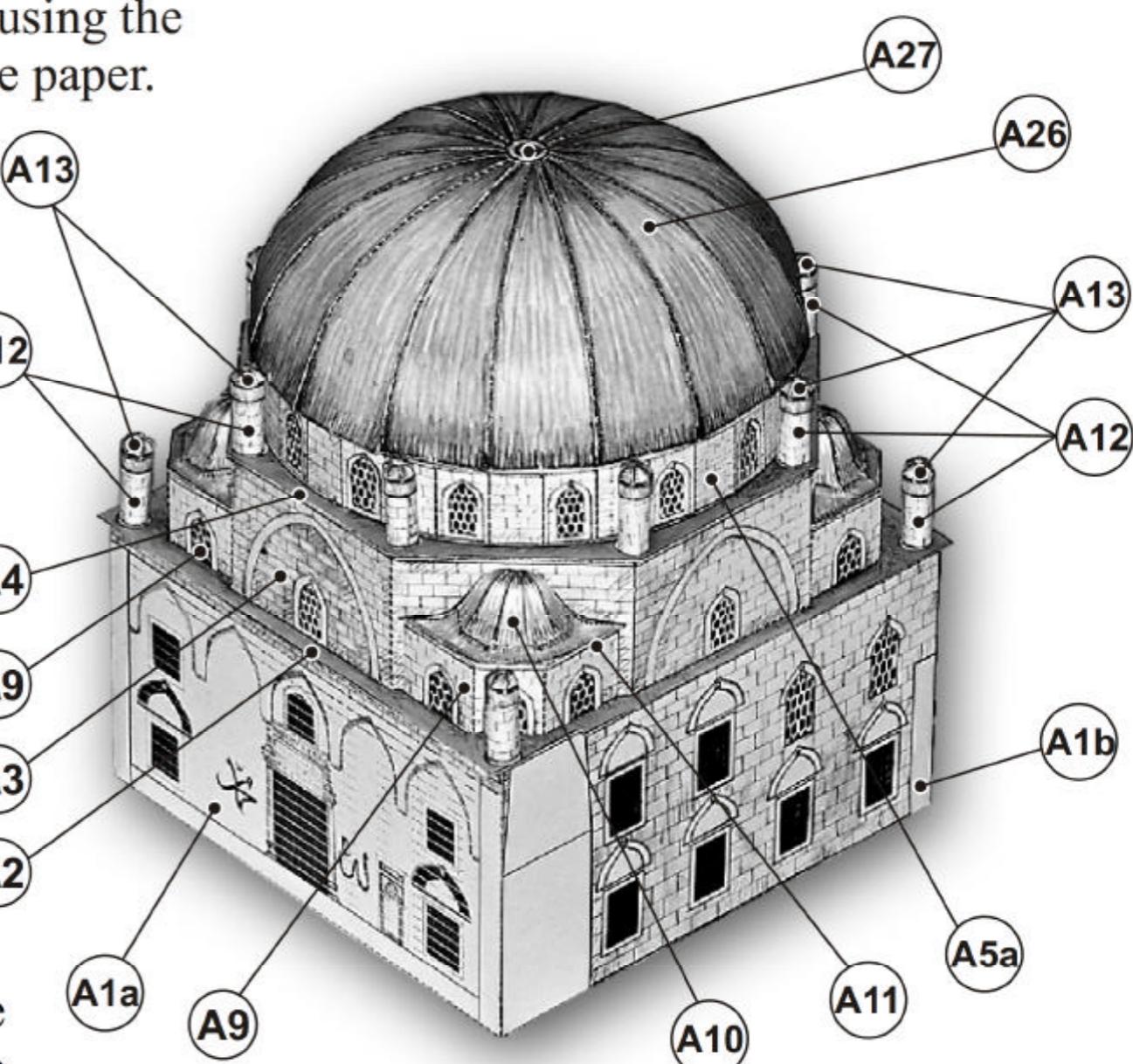
Putting the mosque together

Put the base parts together, using the dimension line alongside the paper.

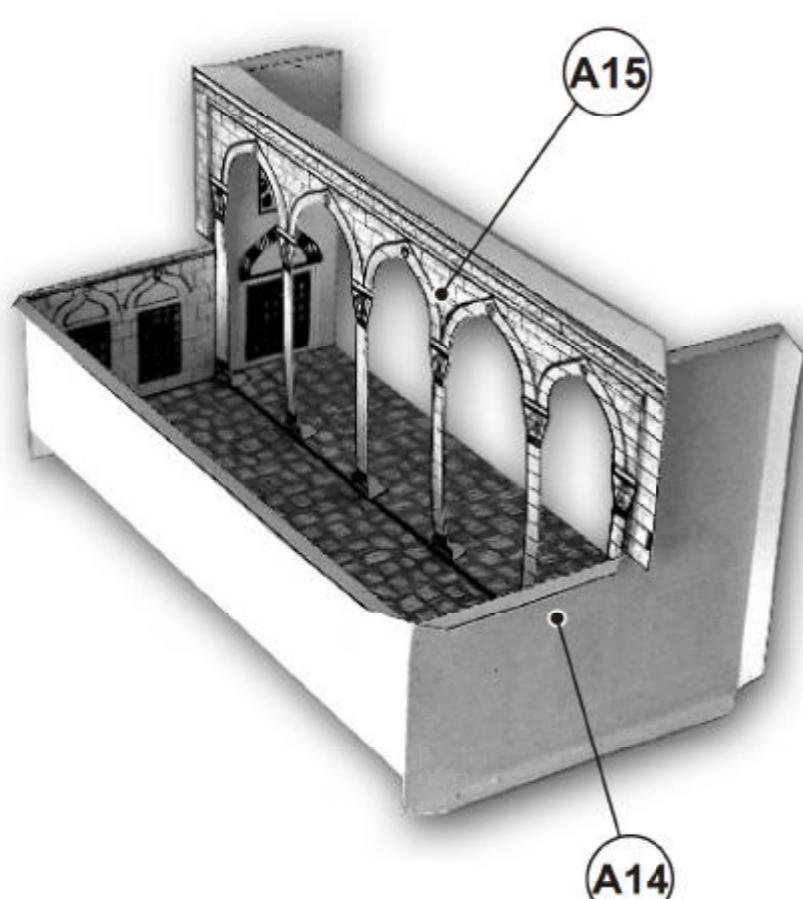
The first thing that needs to be done is to attach **A1a** and **A1b** to the base so that they could carry the roof, **A2**. Put item **A3** together and glue them on **A2**. **A4** goes on top of them. Using the same principle, put **A5a** and **A5b** together and place them on the spots marked on **A4** and **A6** above. The four

identical items labeled **A9** go on the designated places on the roofs. Using the two parts of **A26** put the dome of the mosque together and put the reinforcement ring **A28**

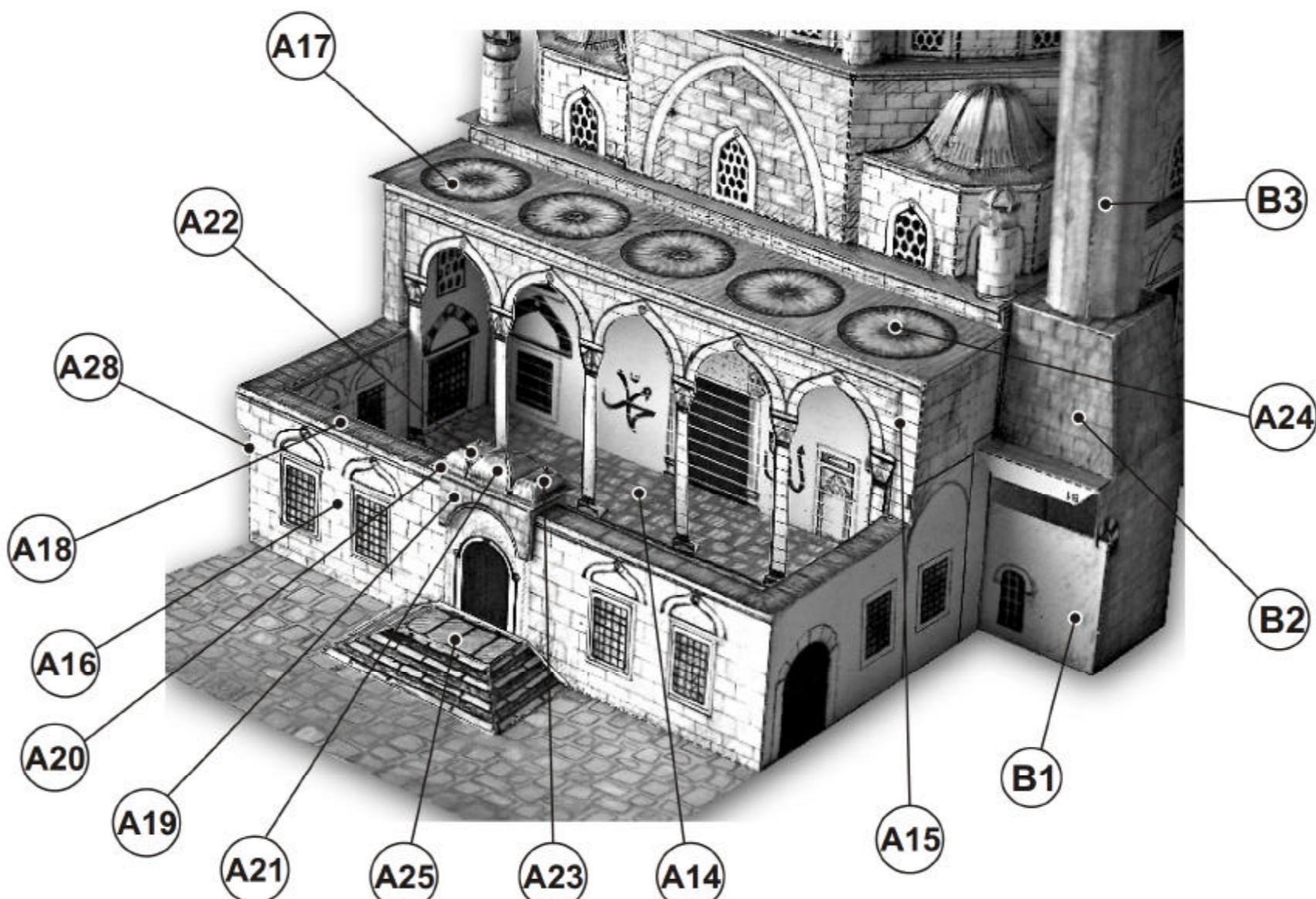
inside it. The semi domes, **A10**, go above the four **A9** items, and the roof sections, around them (**A11**). The twelve similar items labeled **A12** must be glued to form a cylindrical pattern which will carry the **A13** items representing small domes. The decorative pillars formed in this way go on the spots designated for them on roofs **A2** and **A4**.



ЕТАП 2 FRONT YARD

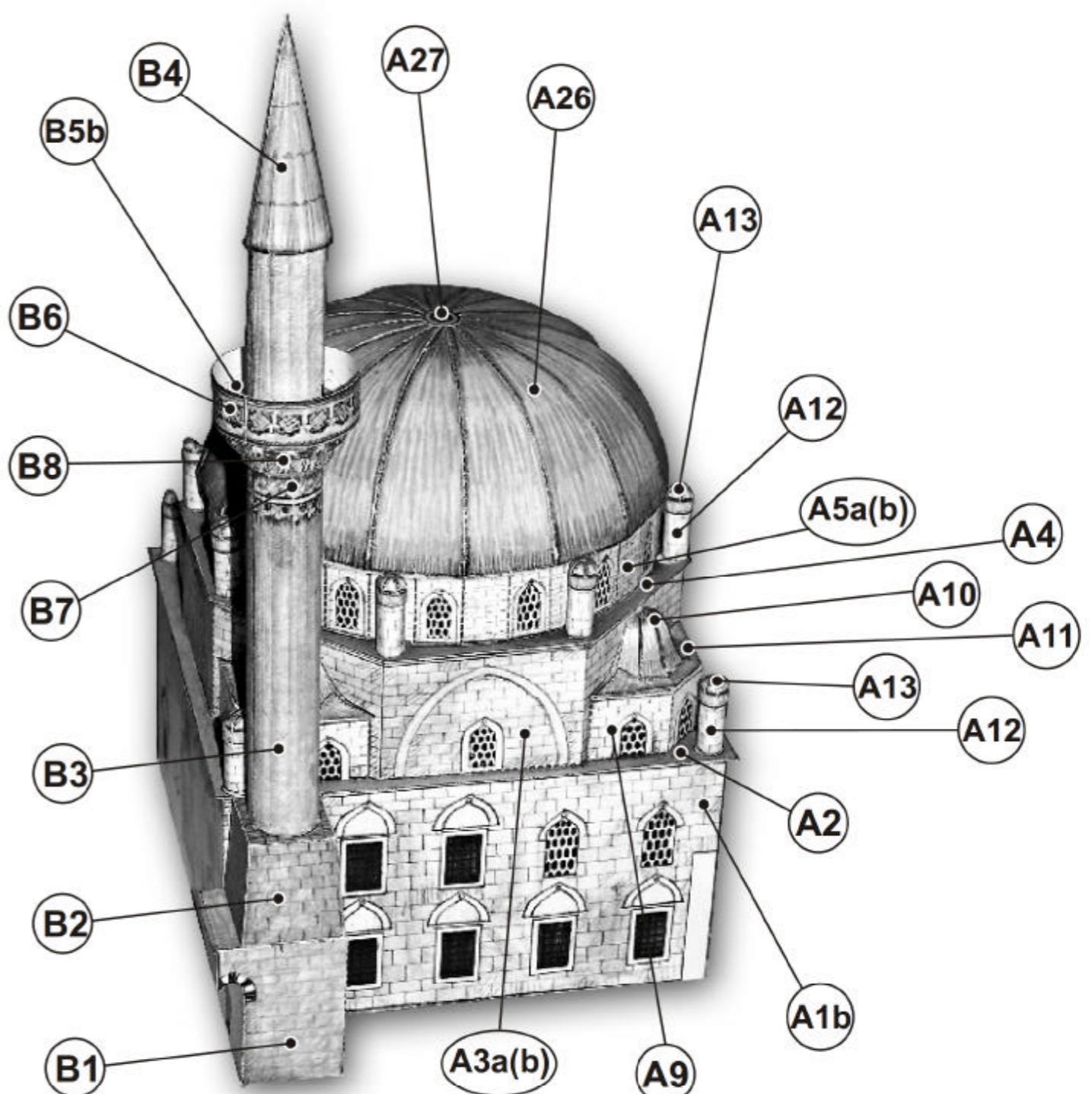


Fold item **A14** as shown and attach the **A15** arcade. Once assembled, glue the item to the finished mosque and the base. Now attach the outside wall, **A16** (having previously shaped the corner with the help of item **A28**), and then the roof, **A18**. Put the roof over the arcade, **A17**. Either now or at a later stage, attach the five similar domes labeled **A24** to the roof. Put the entrance stairwell, **A25**, in front of the **A16** wall. Overhanging the entrance gate is **A19** complete with a flat roof – **A20**. The small domes **A21**, **A22**, and **A23** go on the designated spots on top of it. The front yard is now ready.

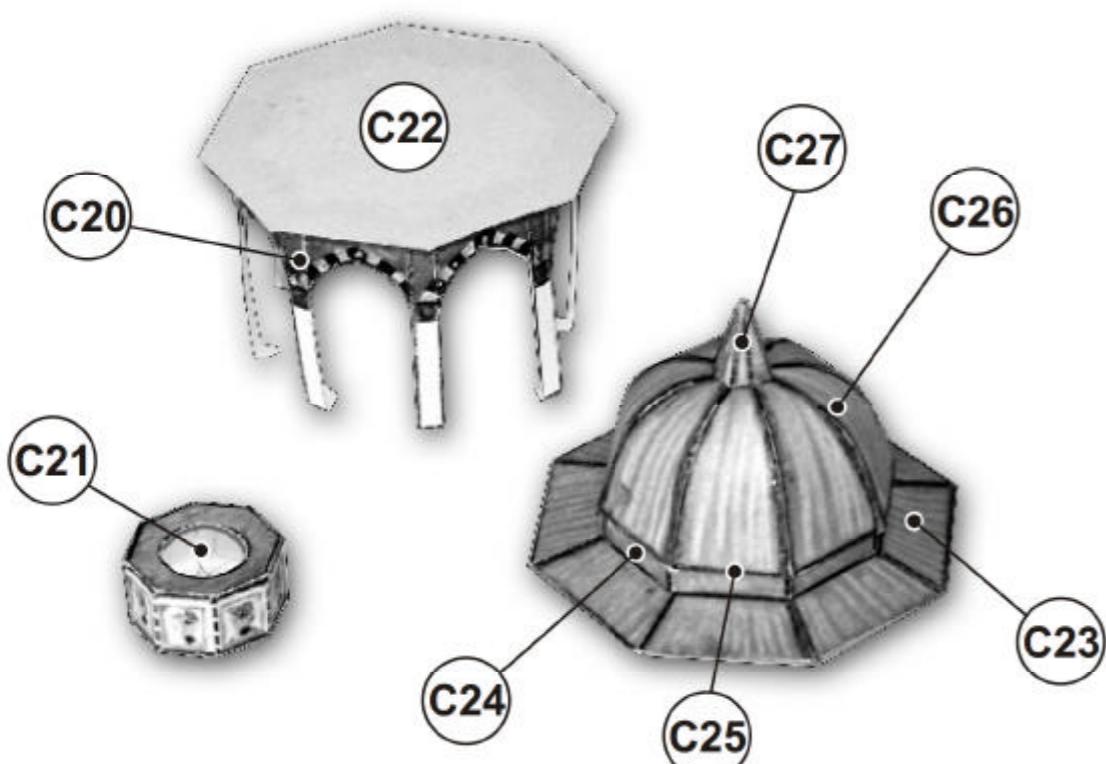


STAGE — 3 — PUTTING THE MINARET TOGETHER

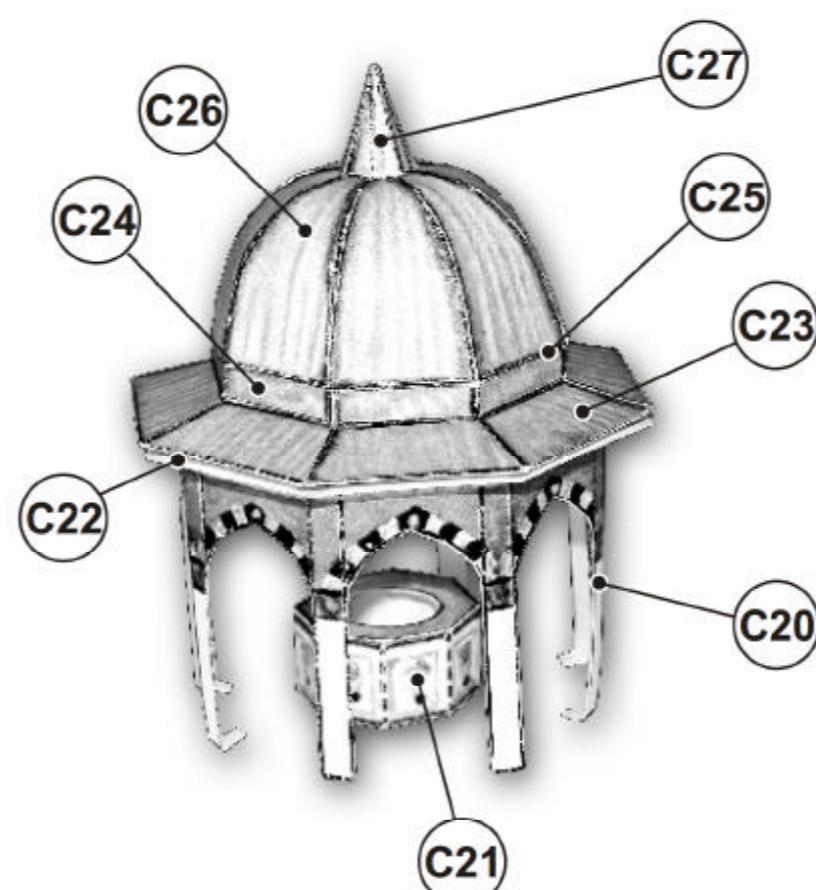
Start assembling the minaret using **B1** as a foundation. Attach **B2** directly on top of it. Prior to placing the minaret itself, **B3**, on top of **B2**, make sure you have finished the balcony which consists of items **B5**, **B5b**, **B6**, **B7** and **B8**. Underneath the floor of the balcony, **B5**, attach **B7** and **B8** moldings. Having done that you can now attach the rail, **B6**, and put down **B5b** as backing to the floor, **B5**. Formed in this way, the entire module can now be “squeezed in” into the tower, **B3**. Keep pushing until you reach the door leading to the minaret. Now comes the roof – **B4**. The final operation consists of gluing the tower to its base, **B2**.



STAGE — 4 — DRINKING FOUNTAIN IN THE GRAND

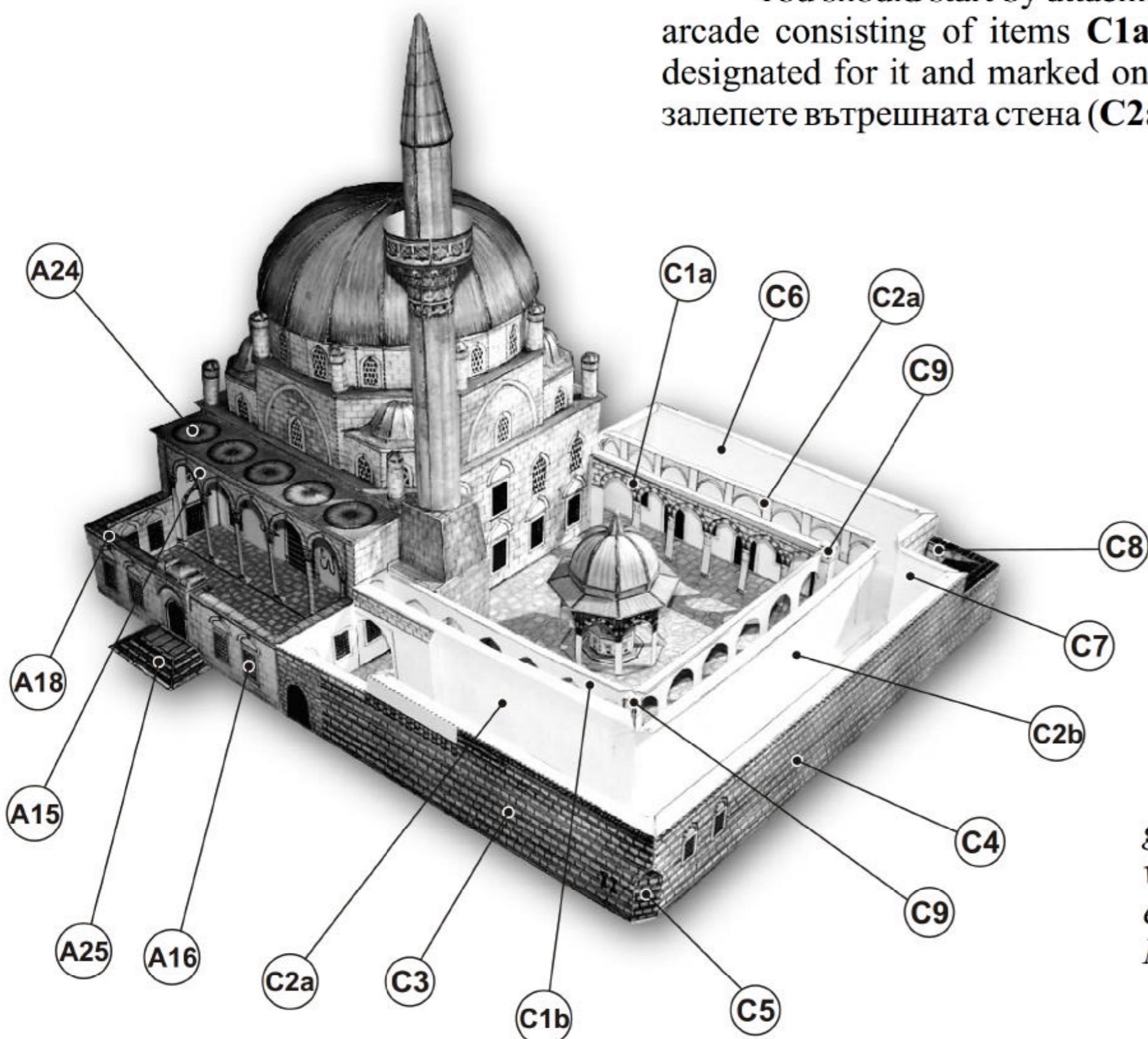


Start assembling the drinking fountain with the well, **C21**. Glue it down to the base but make sure you have made a hole in its upper part before that so as to allow the water in it to be seen. Then, attach the sub roof, **C22**, to the arcade, **C20**. The roof elements, **C23**, **C24**, **C25**, **C26** and **C27**, must be prepared individually and in advance. Once ready they should be assembled as shown in the picture. Attach the roof to the body of the fountain. Now you can place the finished module on its designated place on the base.



STAGE — 5 — DETAILING THE GRAND YARD WITH THE DRINKING FOUNTAIN

You should start by attaching the two pillars, **C9**, to the base. Then add the arcade consisting of items **C1a** and **C1b**. The inside wall goes on the spot designated for it and marked on the base. На посоченото място на основата залепете вътрешната стена (**C2a**, **C2b** и **C2c**).

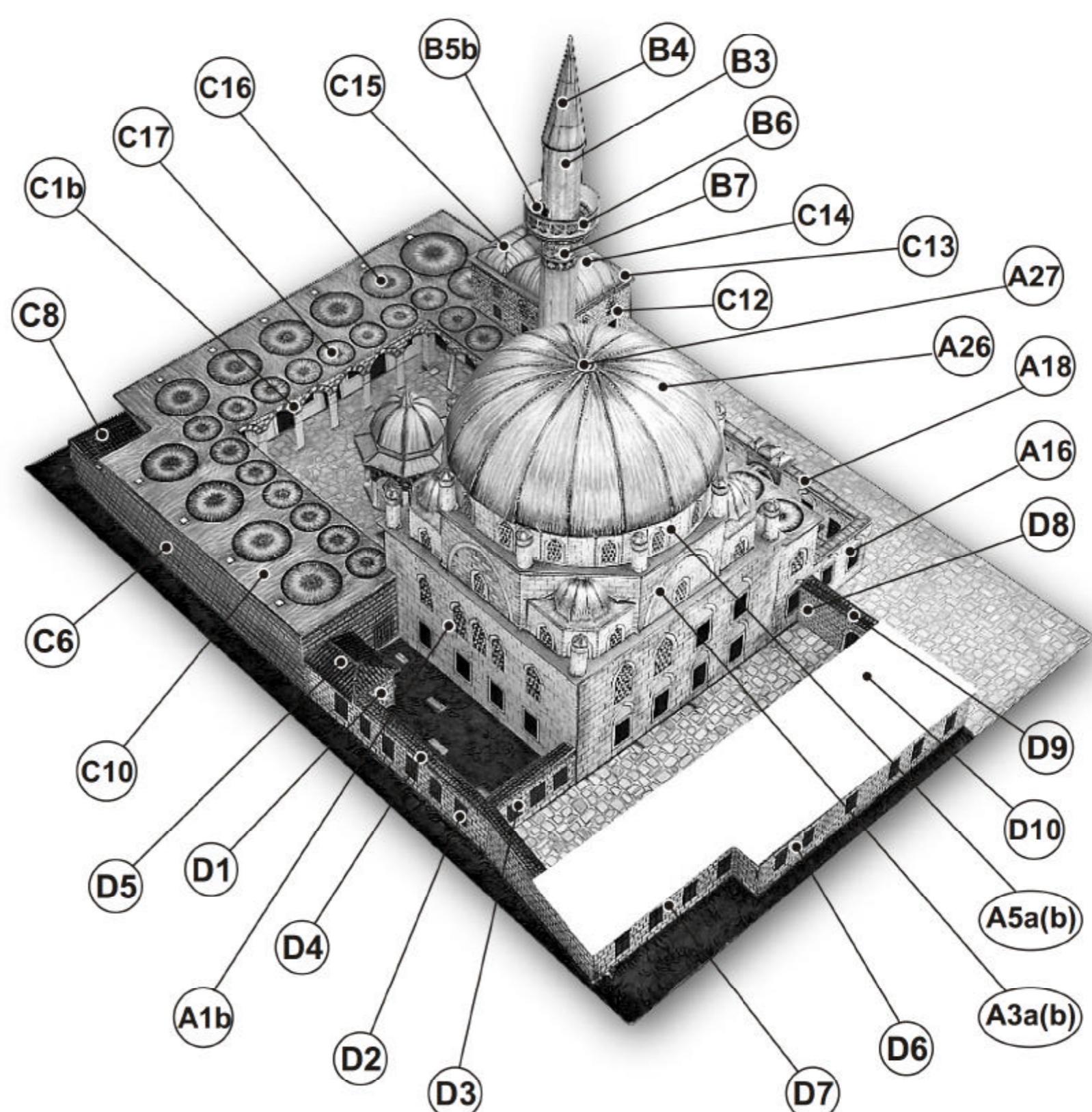


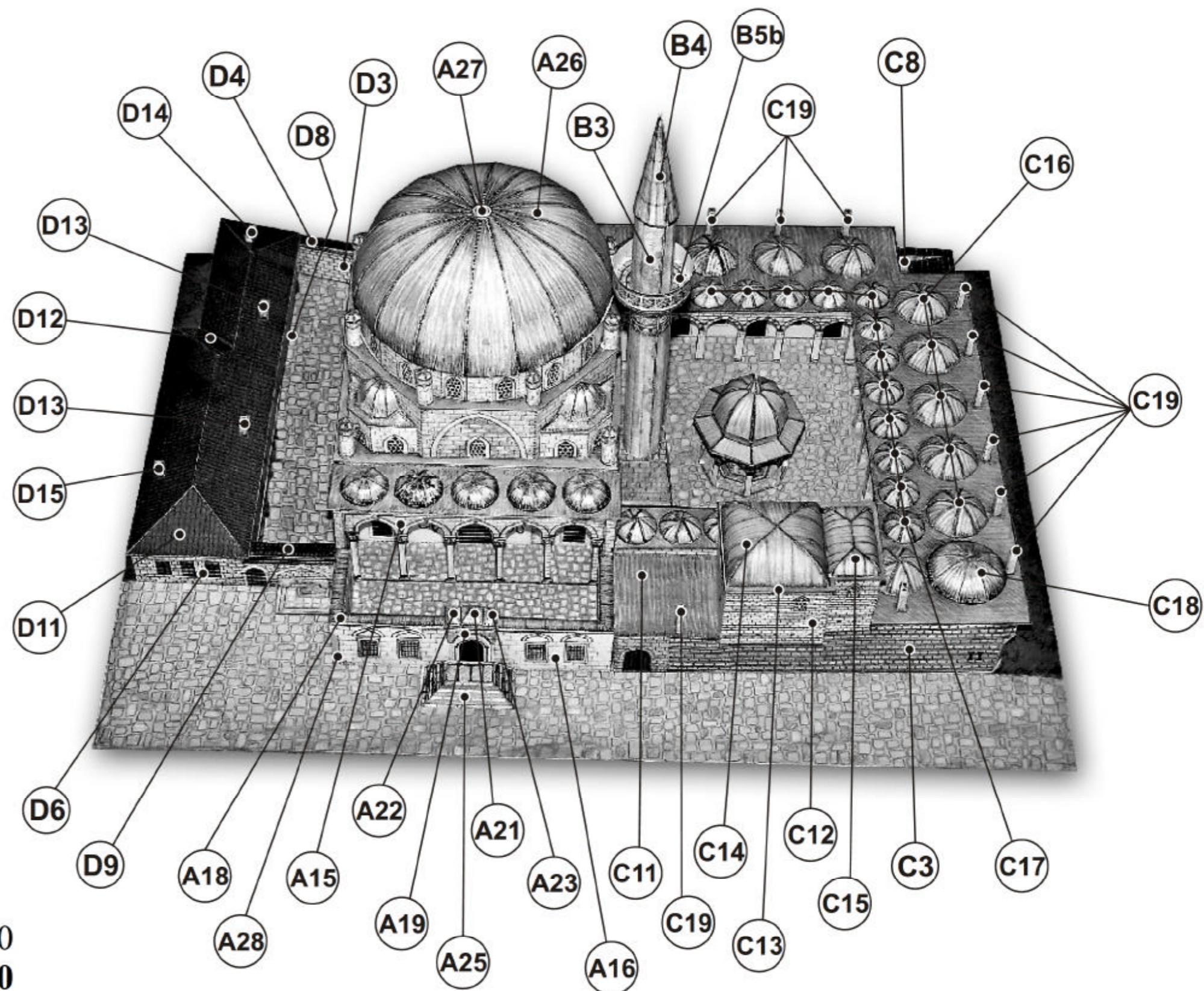
You should start by attaching the two pillars, **C9**, to the base. Then add the arcade consisting of items **C1a** and **C1b**. The inside wall goes on the spot designated for it and marked on the base (**C2a**, **C2b** и **C2c**).

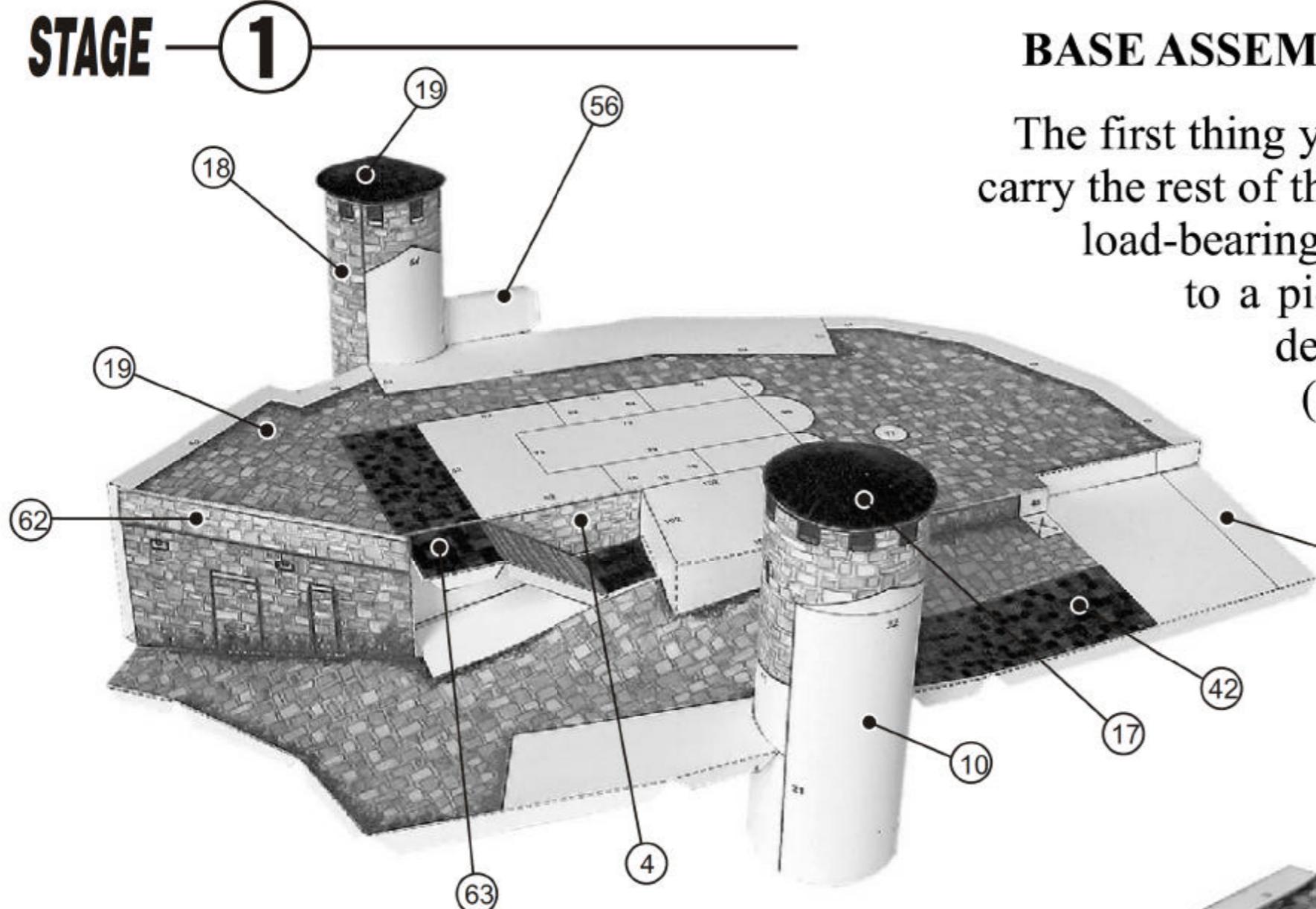
Note: Fold **C2c** along the dotted line and glue its parts one to the other so that you have a wall with two faces at one end. Then cut out the entrance to the building following the oval line. Now you can finally glue the module down.

STAGE — 6 — DETAILING THE REST OF THE YARDS

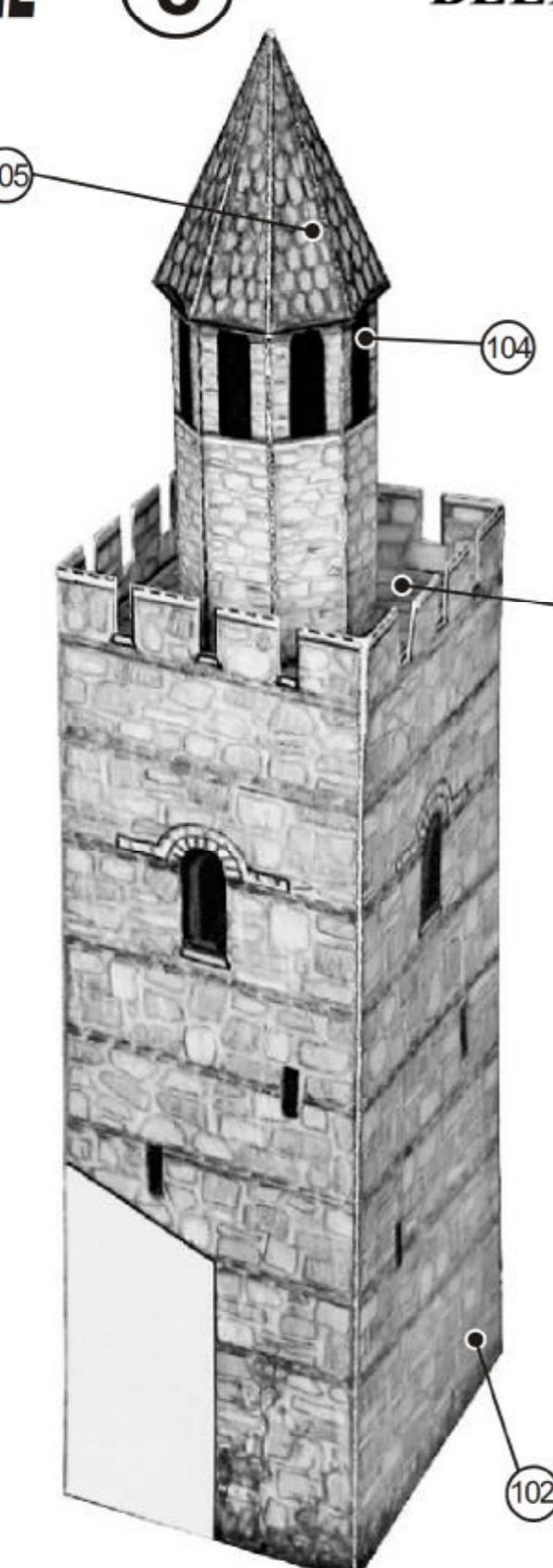
Glue **D1**, **D2**, **D3**, **D6**, **D7**, and **D8** down to the base as shown. Add the roofs labeled **D4**, **D5**, and **D9** and the sub roof **D10**. Assemble **D11** and **D12** to form the large roof and on top of it, on the designated spots, put the chimneys, **D13** (2 items), **D14** and **D15**.



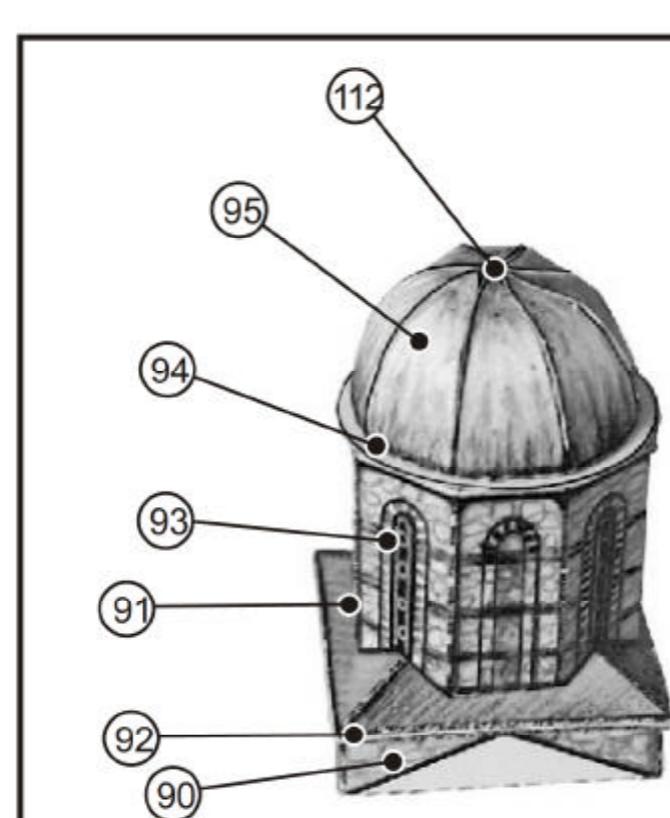


STAGE**1****ADDITION:
ASSEMBLY OF THE FORTIFICATION WALL**

To prepare a fortress wall for assembly you have to shape the battlements first. Fold the item along the dotted lines marked for cutting out battlements. Glue the folded section down to form a wall with two faces. Once this is done, you can proceed with cutting out the blank areas and finish the battlements which will be the final procedure before attaching the wall to the rest of the model.

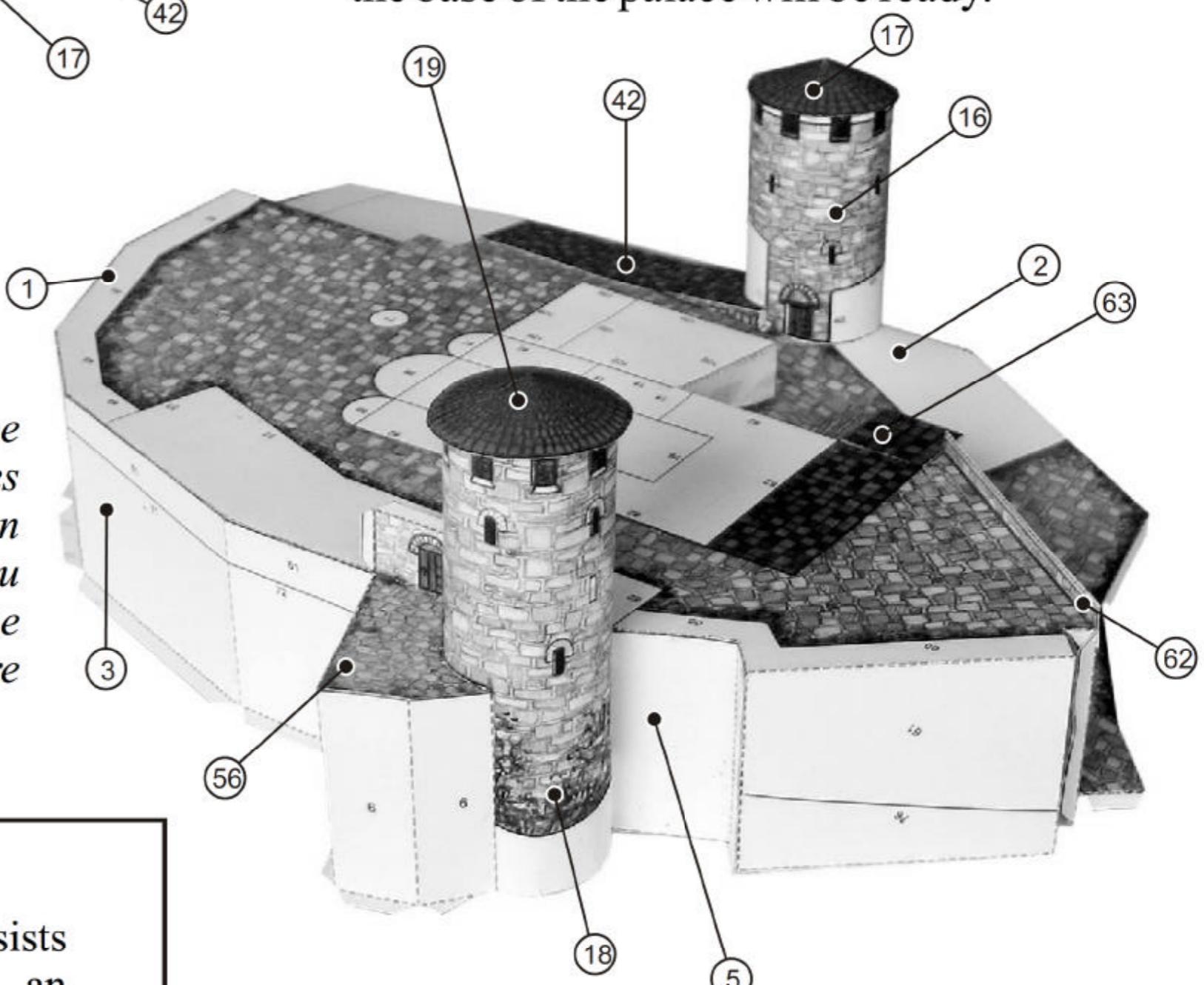
STAGE**3****BELFRY TOWER**

The tower consists of main body with an archer's nest (104) and a roof (105). When ready you can go ahead and attach the tower to the base.

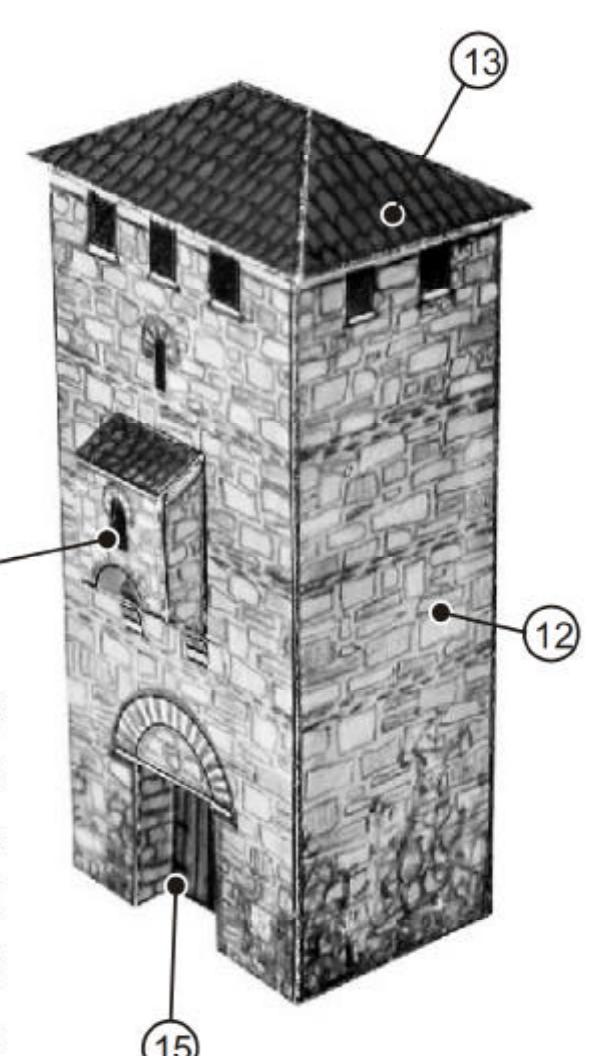
**BASE ASSEMBLY**

The first thing you need to do is put together the base which will carry the rest of the elements of the model. Connect part one to the load-bearing walls 3, 4, and 5 and then glue the whole structure to a piece of hardboard. Attach part 1 to part 2 in the designated spots. Glue the roofs of the round towers (16 and 18) and then attach them to the base. Tower 18 on base 1 should be complete with a small pad,

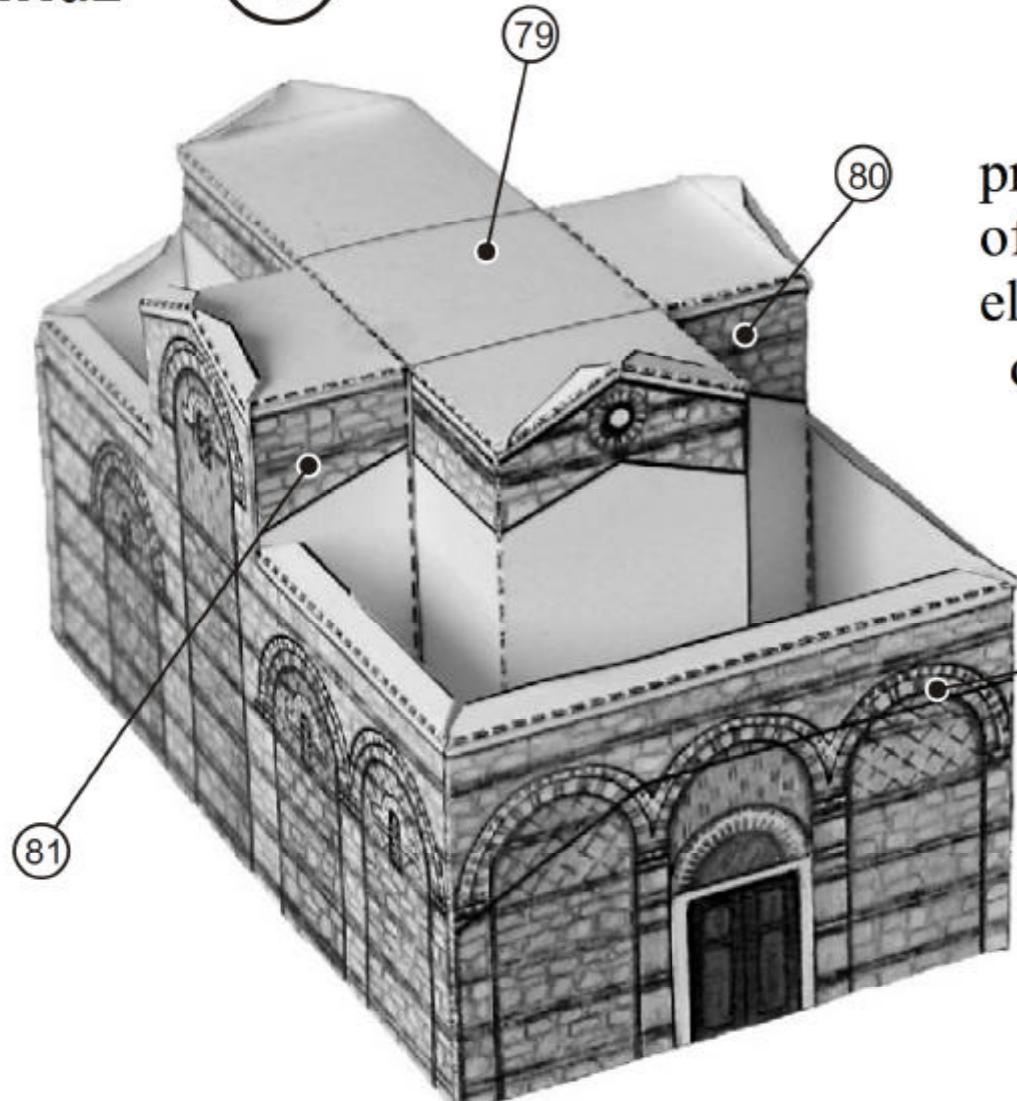
56. Base 2 will have the floor of the gallery, 42, attached to it. Glue the railing, 62, and the main stairwell, 63, down to base 1 and the base of the palace will be ready.

**STAGE****2****ENTRANCE TOWER**

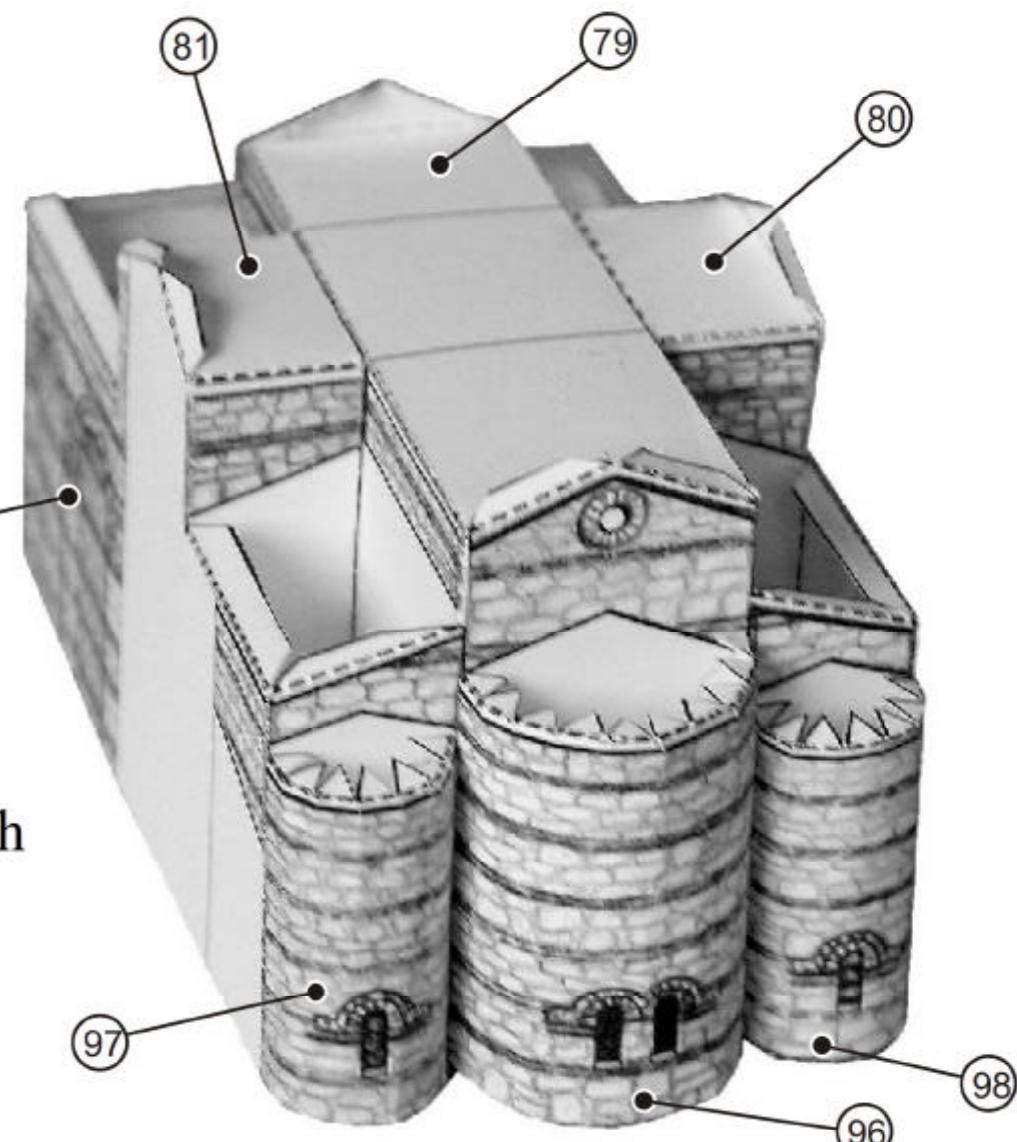
The first of the procedures is to prepare the jetty that will sit over the entryway (14) and the recess of the gate (15), along with its roof (13). Once 14 and 15 have been glued to the body of the tower (12) you can go ahead and put together the whole structure.



Now you can proceed with the preparation of the domed section of the church. It consists of a base (90) and a cap (92) supporting the roof (91) and the dome's drum (93). Another cap is then fixed to the drum (94) and the actual dome is placed on top of it. The final element of the structure is a small reinforcement cap (112).

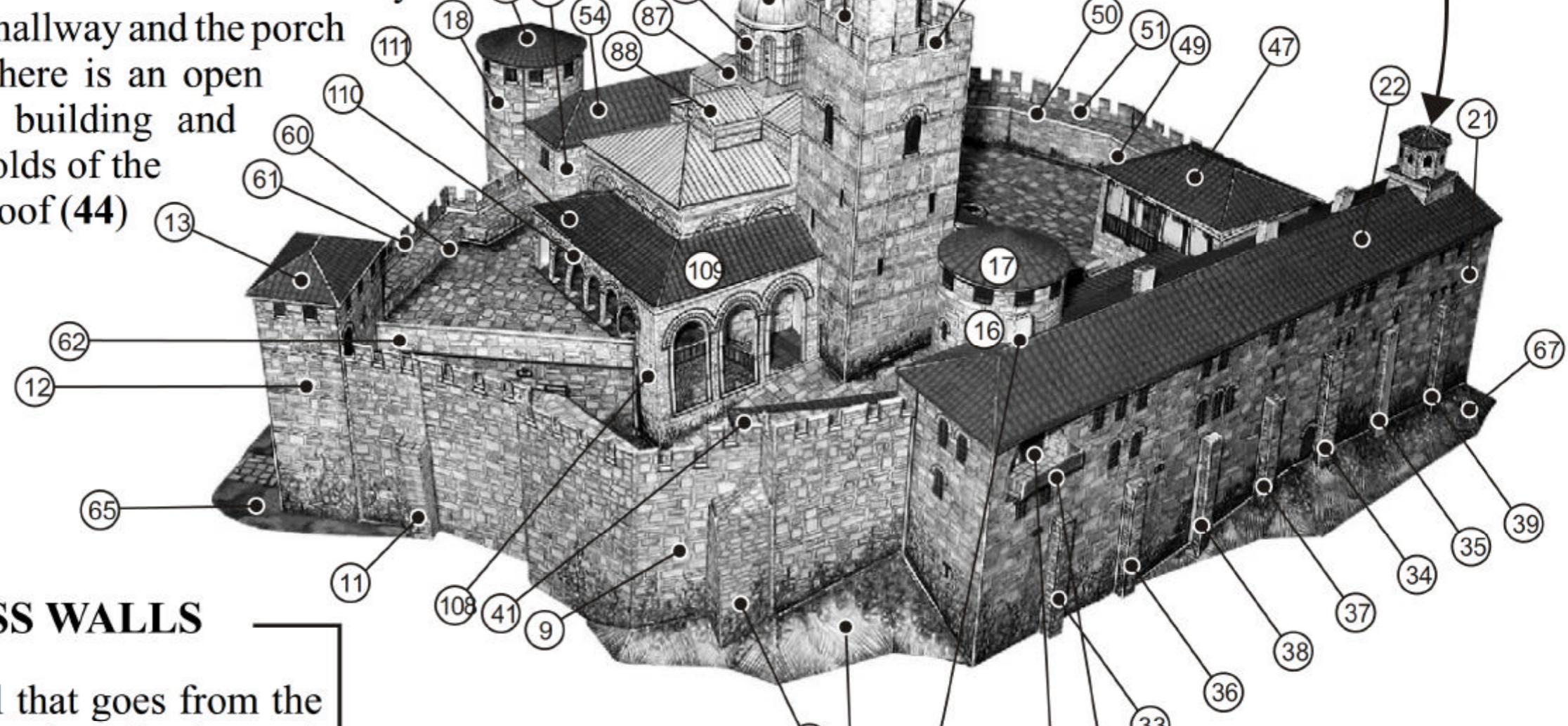
STAGE**4****CHURCH, Stage 1**

The first of the series of procedures is to build the internal cross of the church which consists of elements 79, 80, and 81. Once this is done and not earlier, the internal cross is connected to the external wall (82). Attach the tree sconces 96, 97, and 98. The entire structure formed thus far can now be glued down to the base (1) and to the belfry tower. The remaining elements of the church building can be added later on.

**STAGE****5****PALACE**

The palace consists of a large elongated building formed by walls 20 and 21 and several other adjacent structures. Make sure you have shaped the balcony (items 23 and 23) prior to gluing item 21 down. Attach the jetty of the chapel (25), its roof (26) and the three supports (27) to wall 20. Now walls 20 and 21 are ready to be attached to the base and the surrounding elements and carry the roof (22) of the building. Attach the four chimneys labeled 32 and the dome of the chapel to the roof. It consists of a base (28), roof (39), drum (30), and a small roof section (31).

Building 45 is the second building of the palace complex. Before you glue it down to its designated spot on the base, make sure you have cut out the areas marked by a red x on the wall forming the hallway and the porch (46). Put the roof on (47). There is an open gallery (43) connecting the building and tower 16. Carefully glue the folds of the pillars to the base and put the roof (44) over them.

**STAGE****6****FORTRESS WALLS**

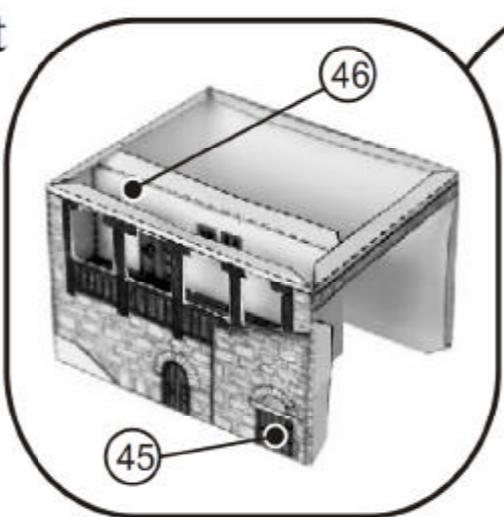
You can start with the wall that goes from the palace to the entry tower (12). It consists of an internal section (7), battle platform (8), and an external section (9). Having glued the wall in place, you can proceed with the rocks (66) and the two support walls (10 and 11).

The next section of fortress walls to go is the wall stretching between entry tower 12 and tower 18. It consists of a platform (60) and wall (61).

The last section of the external fortress wall is the longest. It goes from the palace to tower 18. Start with the internal wall (49) and the battleway (50). Once these are glued together and the stairs near to the end are ready, you can glue the whole structure down to the base (1) and to building 45. Attach fortress wall 51 to the outside. Once you put wall 6 in place the fortress will be all set.

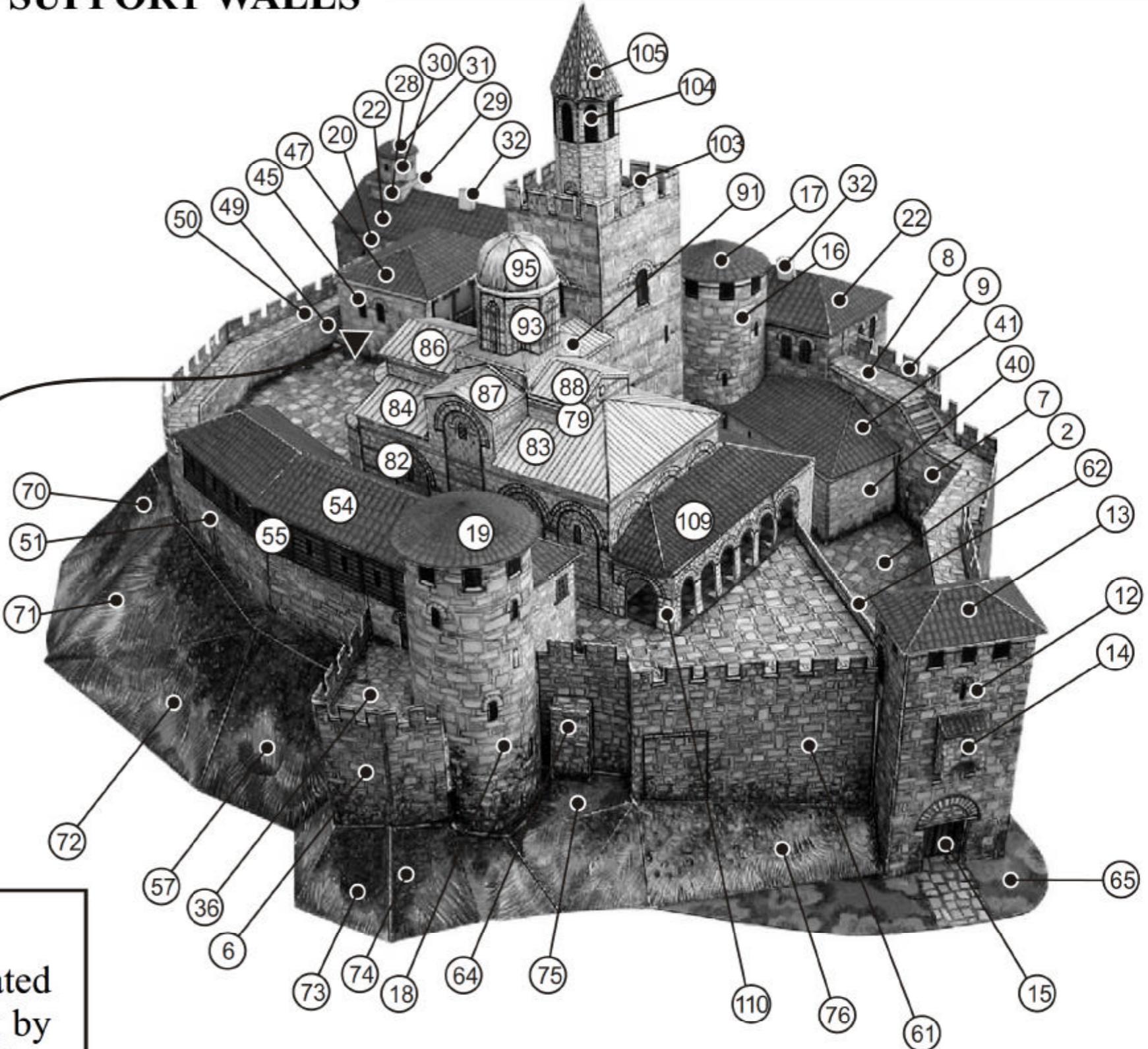
STAGE — **7** — INTERNAL AREAS AND SUPPORT WALLS

These go around the larger part of the complex. Start with element **67**. Once it has been glued to the base and the palace, you can attach to the façade (**21**) the seven support walls (counter forces) **33, 36, 38, 37, 34, 35, and 39**. Glue down rocks **68, 69, 70, 71, 72, 57, 73, 74, 75, and 76** in the shown sequence. Glue down terrain **65** to the base in front of entry tower **12**. What now remains to be done is to add support wall **64** to wall **61** and the complex will be finished on the outside.



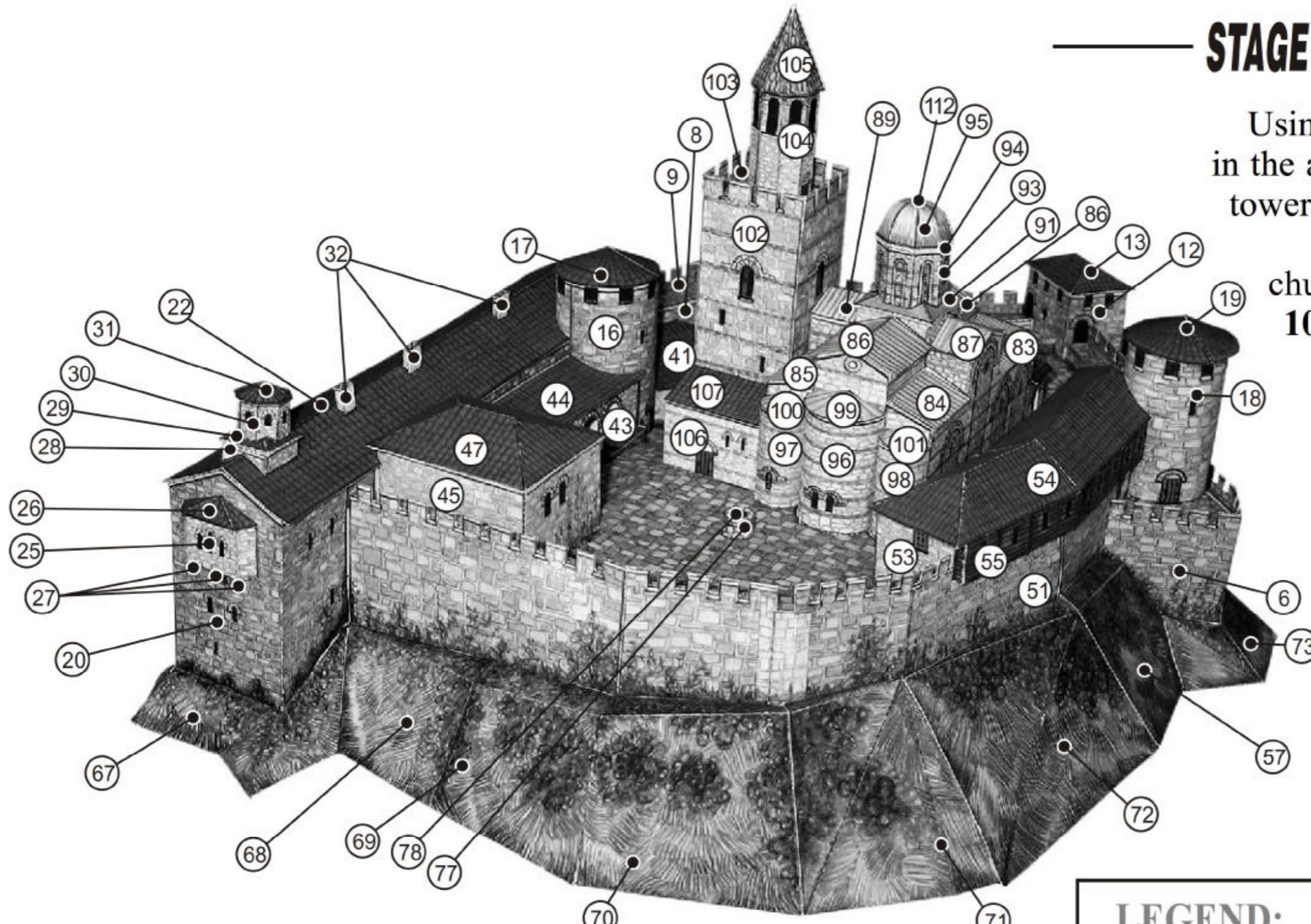
STAGE — **8** — **MONASTERY SECTION**

The monastery section consists of an elongated building stretching along the fortress wall. Start by gluing down walls **52** and **53**. Proceed with attaching wooden floor **55** to the outside of the wall. Once you join the roof to the other elements the monastery section will be set.



STAGE 9 CHURCH. Stage 2

Having glued the main structure of the church to the base and the dome ready, a few finishing touches should be performed. Start with the roof sections. On the middle, taller portion of the roof, glue down elements **86**, **87**, **88**, and **89**. On the lower portion attach **83**, **84**, and **85**. What now remains to be sorted is sconces **99**, **100**, and **101**. Once the dome is fixed to the structure, you can proceed with open gallery by the front entrance and above the main stairwell. It consists of elements **108** and **110**, and roofs **111** and **109**.



- STAGE — 10 — OTHER DETAILS -

Using wall **40** and roof **41**, form a building in the area between the palace and the entry tower.

Small building located between the church and the belfry wall **106** and roof **107**.

Well glue down well 77 along with its cover (78).

The two levels of the yard will be connected by stairs glue item **48** next to building **45** to form a stairwell between level **1** (base **1**) and level **2** (base **2**).

LEGEND: **FOLD** **CUT**

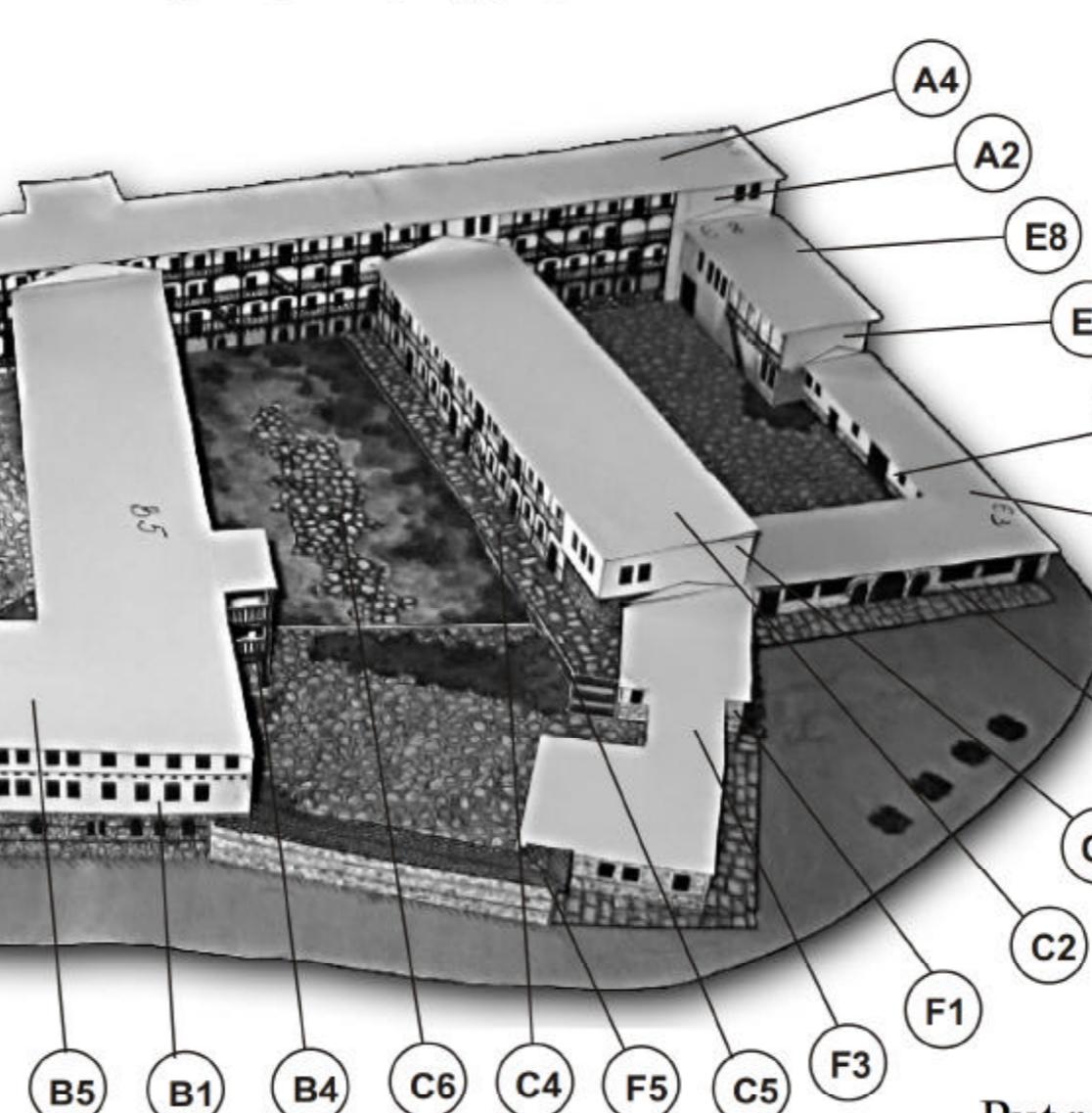
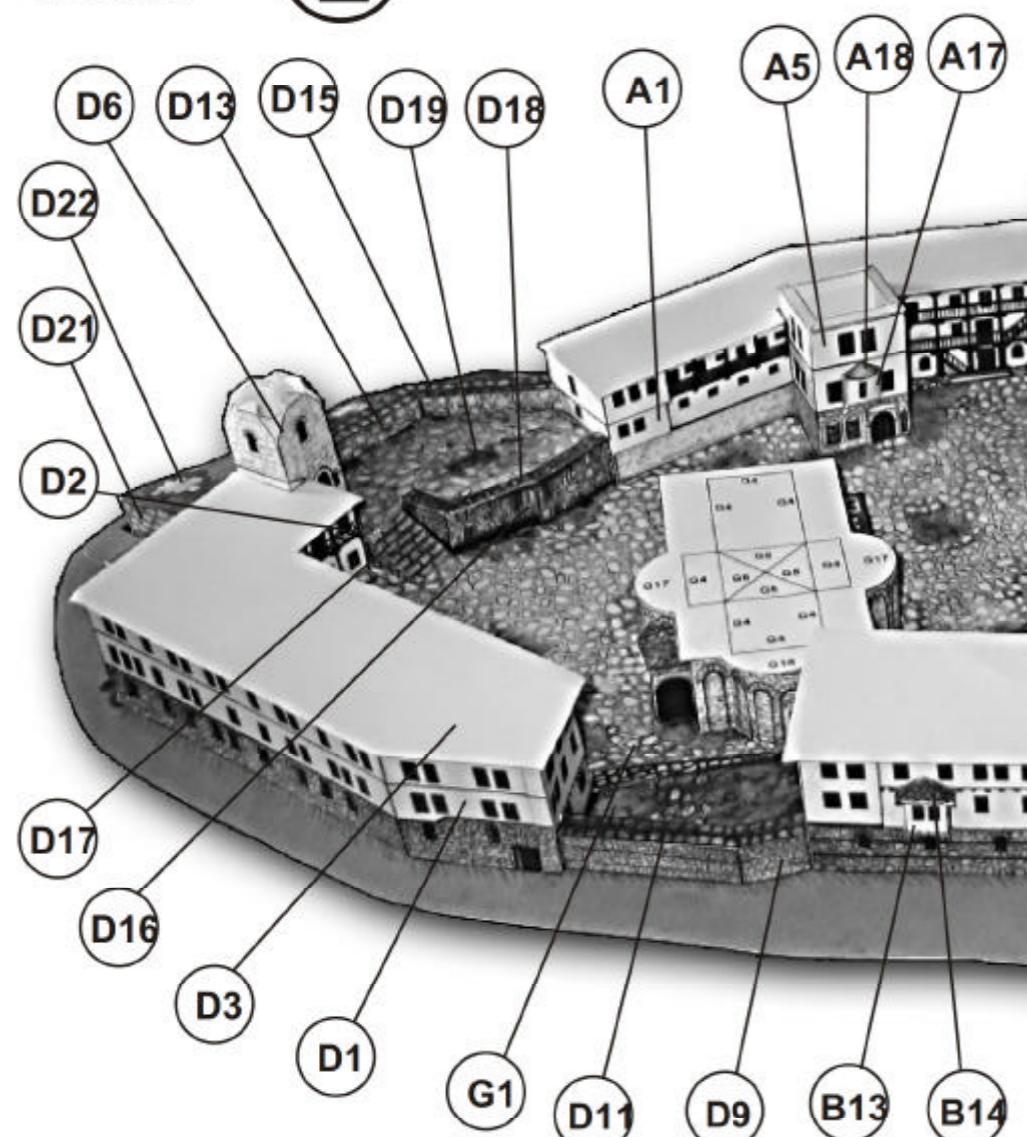
STAGE — 1

PUTTING THE BASE

Before you start gluing separate details to the base, make sure you have items **C6** and **G1** in place. They partially form two of the monastery's yards. Two areas on the base and one of item **G1** have contours rendered in a different color. These are the places where, using a utility knife, you must make tiny incisions. This will allow you later on to glue down elements whose bolds will be hidden underneath the base.

STAGE — 2

SECTIONS OF THE



Section A is the largest. It consists of items **A1**, **A2**, **A3**, and **A5**. Having glued these down, these will carry the roof structure, **A4**. Attach the jetty labeled **A17** to the small tower, **A5**, along with its roof.

Section B includes walls labeled **B1**, **B2**, and **B3**. Before you attach **B1** to **B4**, make sure you have cut out the white areas forming the entrance to the first floor and the porches of the next two. Use the incisions in the base to slip the folds of **B4** on the inside so that they remain invisible. Attach jetty **B13** complete with roof, **B14**, and chimney, **B9**, to **B1**.

Put roof **B5** on top of the three main walls.

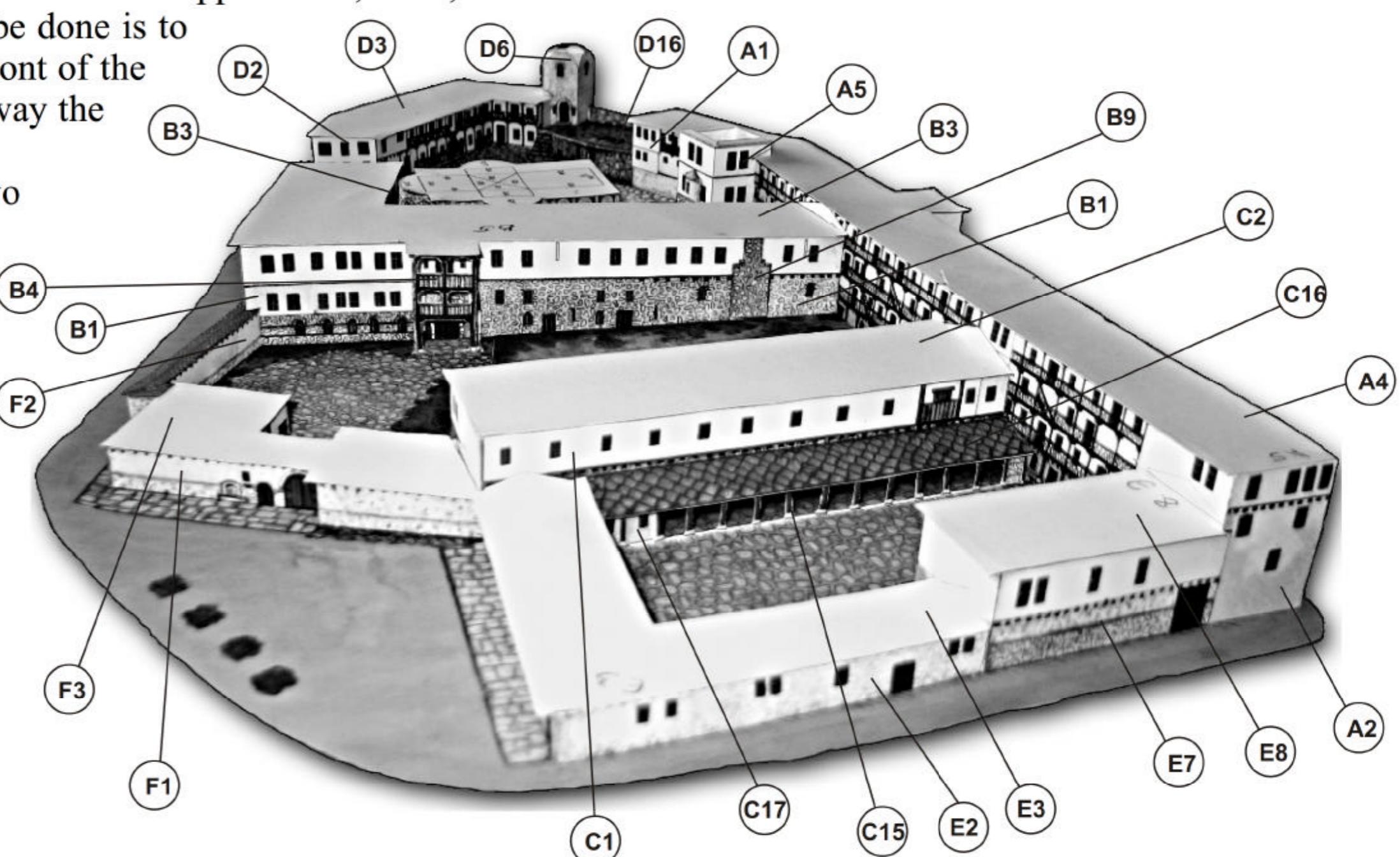
Start assembly of section C by the open balcony in

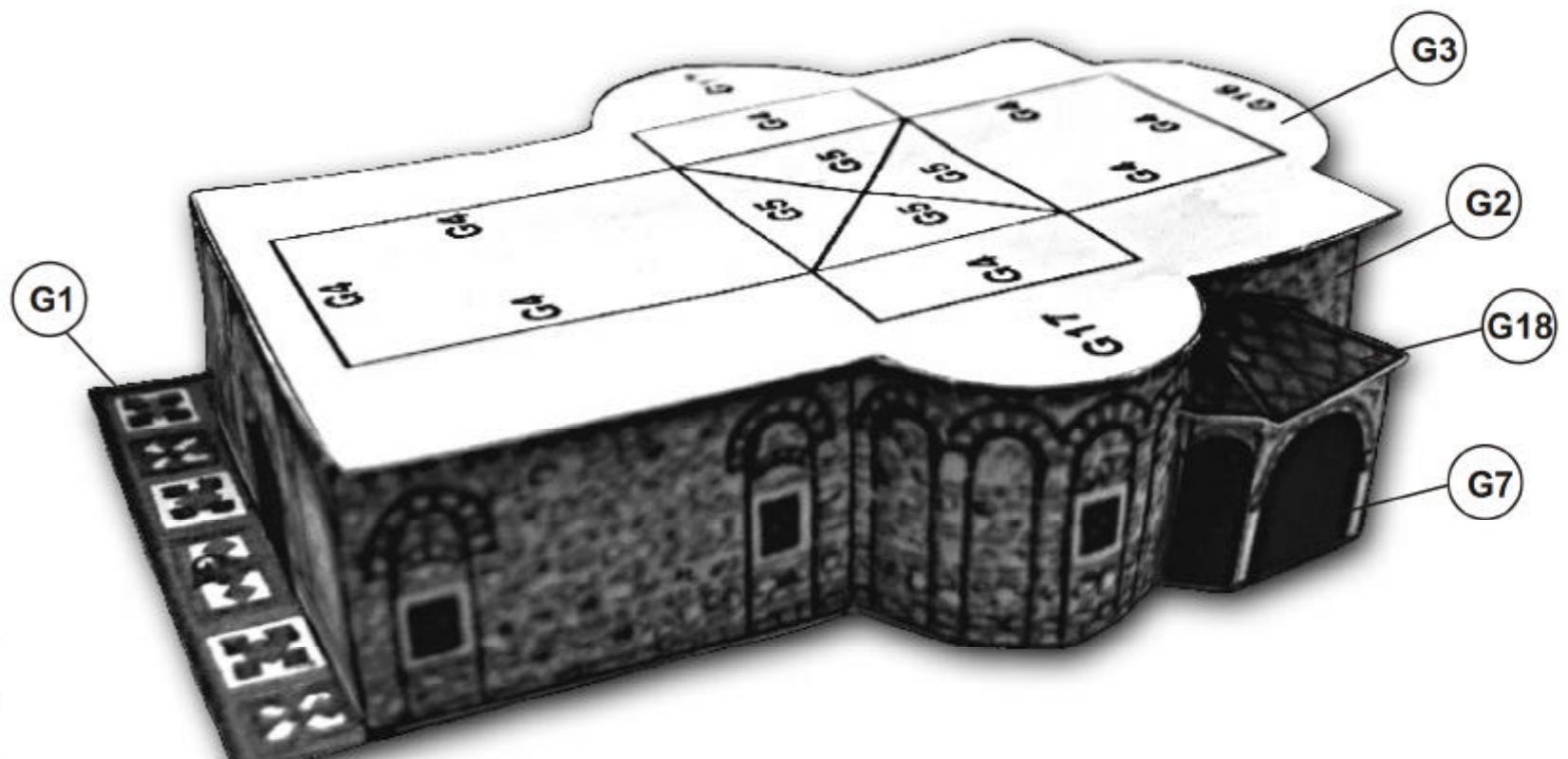
front of it, **C4**. Before you glue it down to the base, make sure you have added the **C5** staircase. Put the two sections of **C1** together and then put the roof over them, **C2**. What remains to be done now is to finish the open gallery leading to one of the yards. To do that, start by slipping the fold of **C15** into the slit you made in the base. This will allow you to glue it from underneath so it is invisible. On the inside of **C15** toward one end of the gallery, glue down wall **C17**. These two details ready will allow you to put up the roof, **C16**.

Before you start building section D, make sure you have the connecting wall to section B in place. The connecting wall consists of items **D9**, **D10**, and **D11**. Glue down walls **D1** and **D2** and put the roof on top of them, **D3**. Attach the belfry, **D6**, to the building. Now, attach wall **D16** and roof **D18** to **A1** and **G1**. There, between it, **A1** and **D6**, is the risible yard bordering on walls **D12** and **D13** and whose roof consists of section **D15**. Next is the staircase, **D17**, which has to be glued to **G1** and **D16** and interconnects the yards. Once this is done, you can proceed with the support wall, **D21**, and terrain **D22**. What remains to be done is to glue down the sloping surface in front of the entrance, **D2**. With this out of the way the stage is complete.

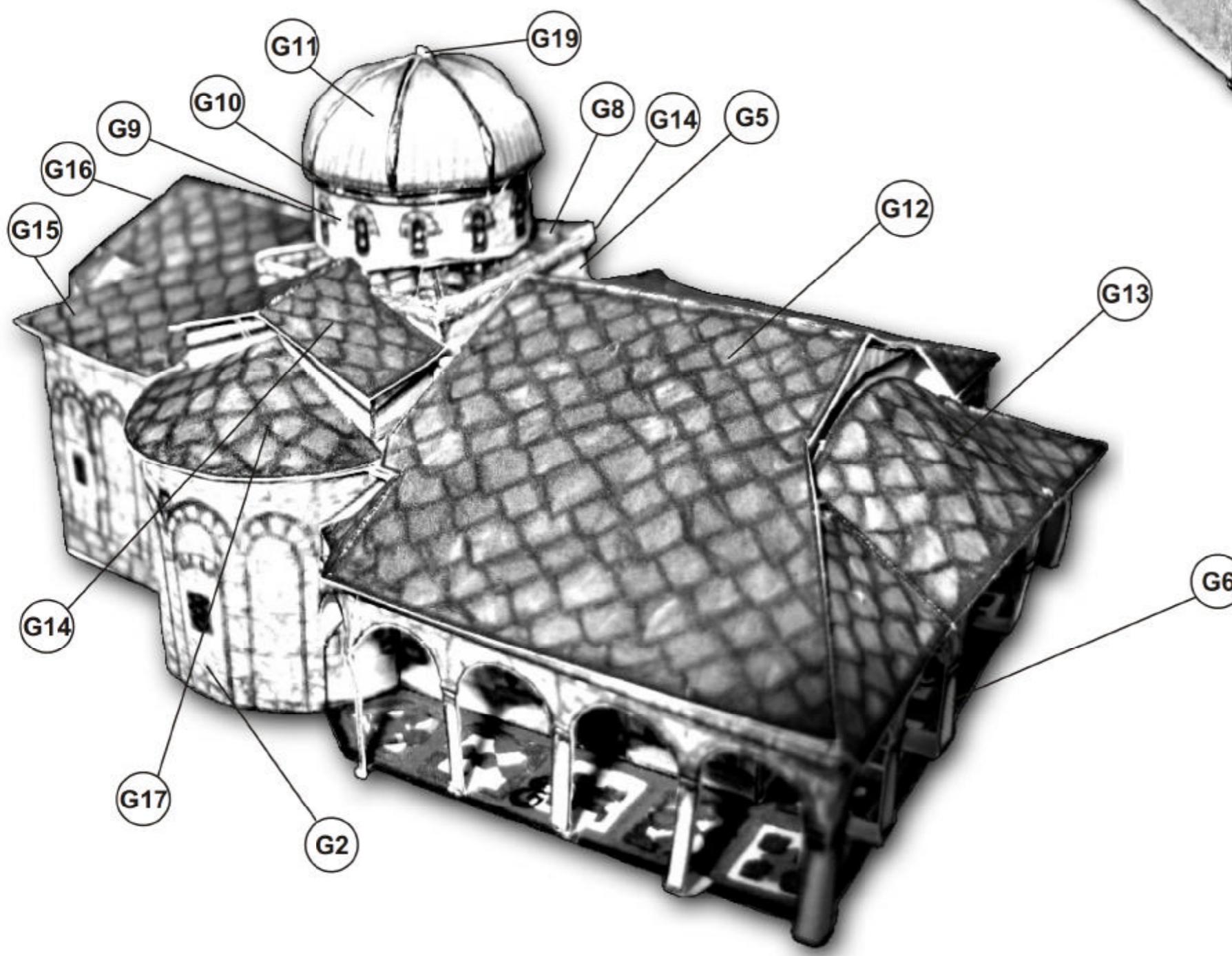
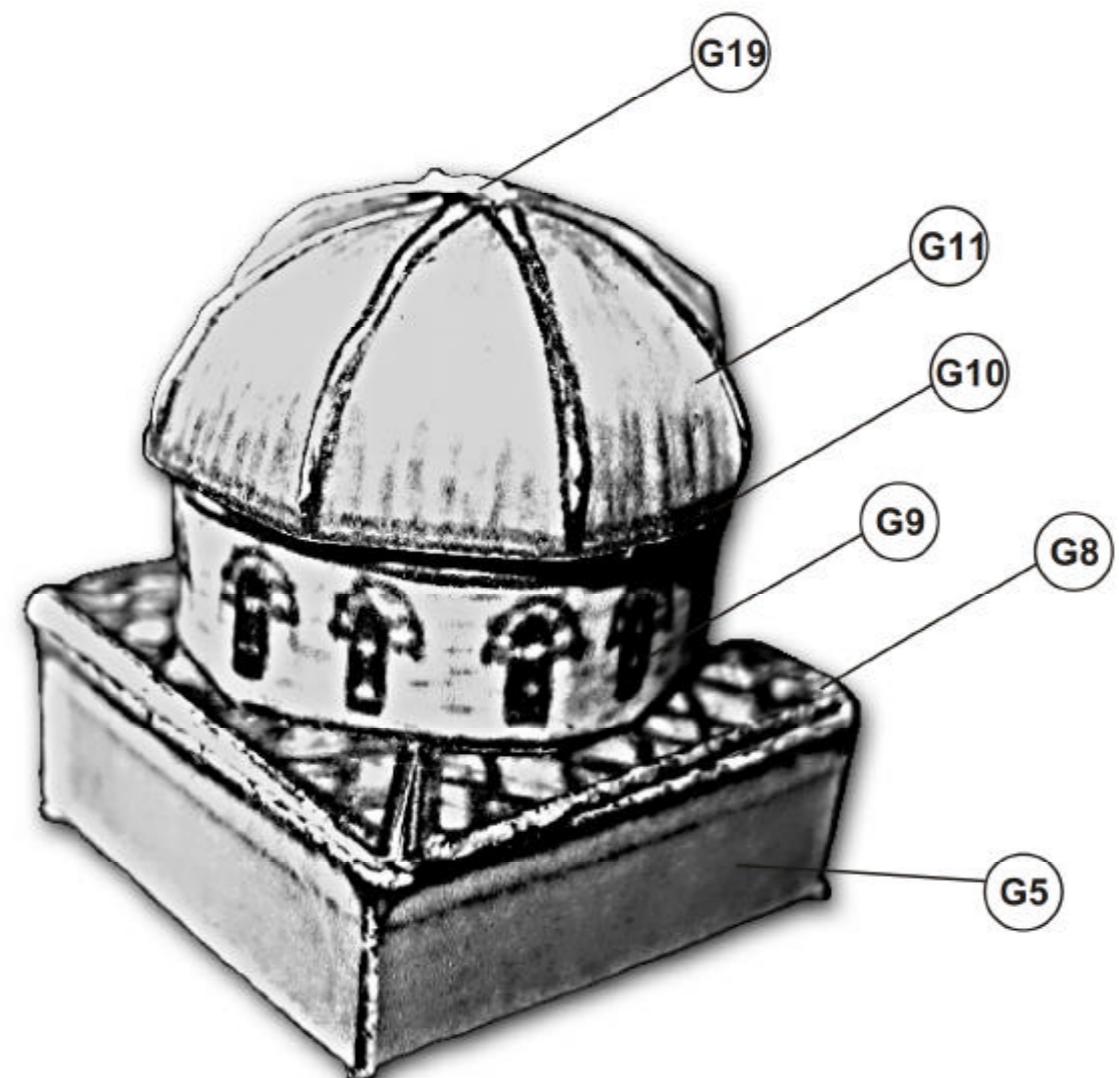
Section E consists of two buildings. The first to be glued down to the base are E7 and the sub roof, E8. Attach walls E1 and E2 along with their sub roof structure, E3, to the designated spots on the base.

Section F consists of walls **F1** and **F2**, sub roof **F3**, and the roof over the compound wall, **F5**.





Item **G2** forms the façade of the church. Once you have glued it down to the base, put the **G3** sub roof over it and the **G4** roof on top. Attach the base of the dome, **G5**, and the roof, **G8**. The drum of the dome, **G9**, and the drum cap, **G10**, go next. Once the dome (**G11**) is ready, attach it to **G10** and put **G19** (small cross) on it. Next is the gallery, **G6**, which is glued down to the base using the already familiar trick of hiding the folds in the base, **G1**, using a previously made incision. Next are the two large roof sections, **G12** and **G15**, along with the smaller ones, **G14** (2 pieces), **G16**, and **G17** (2 pieces). Once the small gallery, **G7**, is done put the roof over it and the church will be ready.



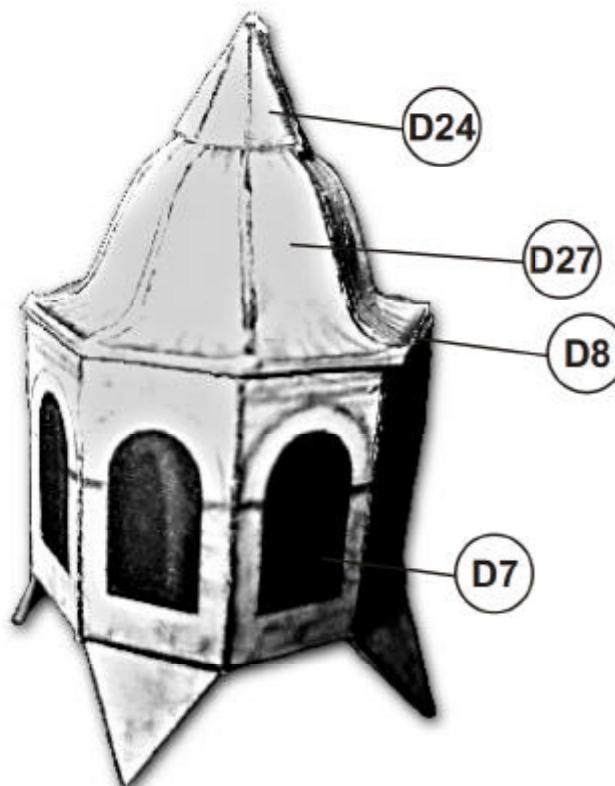
Some of the roofs are marked by thin lines along which incisions have to be made. These include A9, B7, and C3. These will be used to attach the section ribs A12, B11, B12, and C10. Again start with section A. Its roofs are A9, A10, and A11. The roof of section B consists of items B6, B7, and B8. Attach chimney B10 to the designated place on B7. Glue down C3, the roof of section C and then continue with items D4 and D5 which constitute the roof of section D. Next are items E4, E5, and E9 followed by F4, F6, and F7.

Fold section ribs A12, B11, B12, and C10 in half to be able to glue together the mirror image parts that form them. Once the ribs are ready, they can take their designated places.

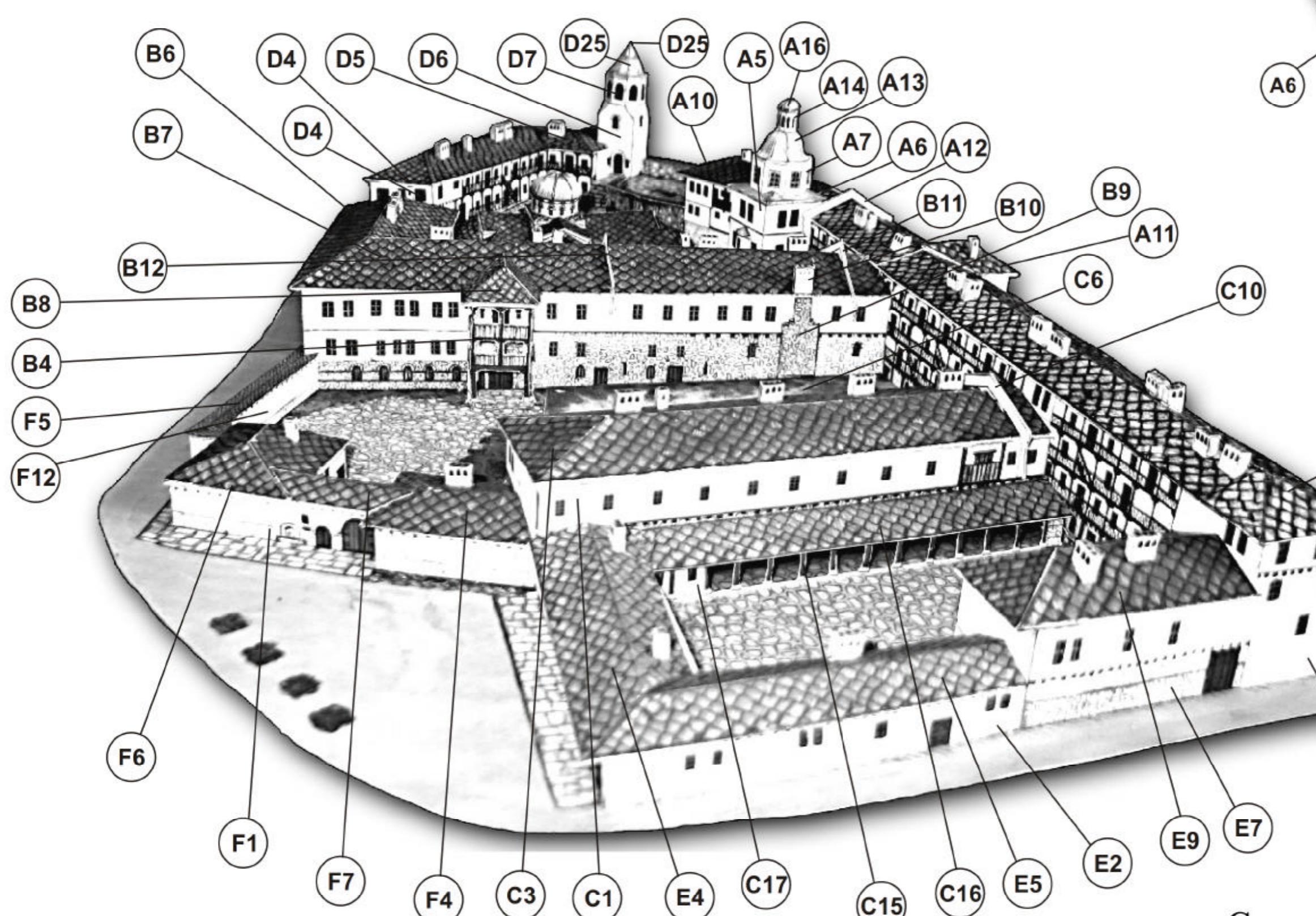
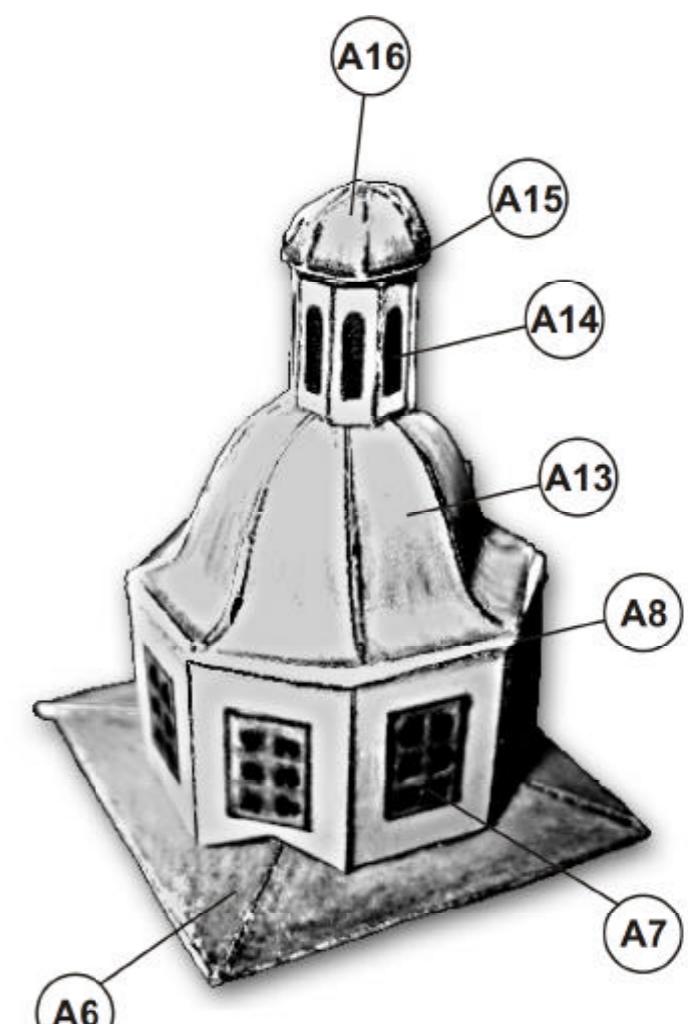
What remains to be done is to finish the tower that belongs to section A and the belfry of section D.

Glue the octagonal drum, A7, to the roof A6 and put its cap on (A8). Finish assembly of the dome carefully (A13). Attach A14 and the cap, A15, on top of which place the small dome, A16.

To finish the bell tower you will have to glue octagonal D7 an the little roof D8 to the base D6 of the tower. After that form the dome D27 and uppermost put the pinnacle D24.



To give the model of the monastery a finished look, glue the chimneys to the roof as shown in the drawings.

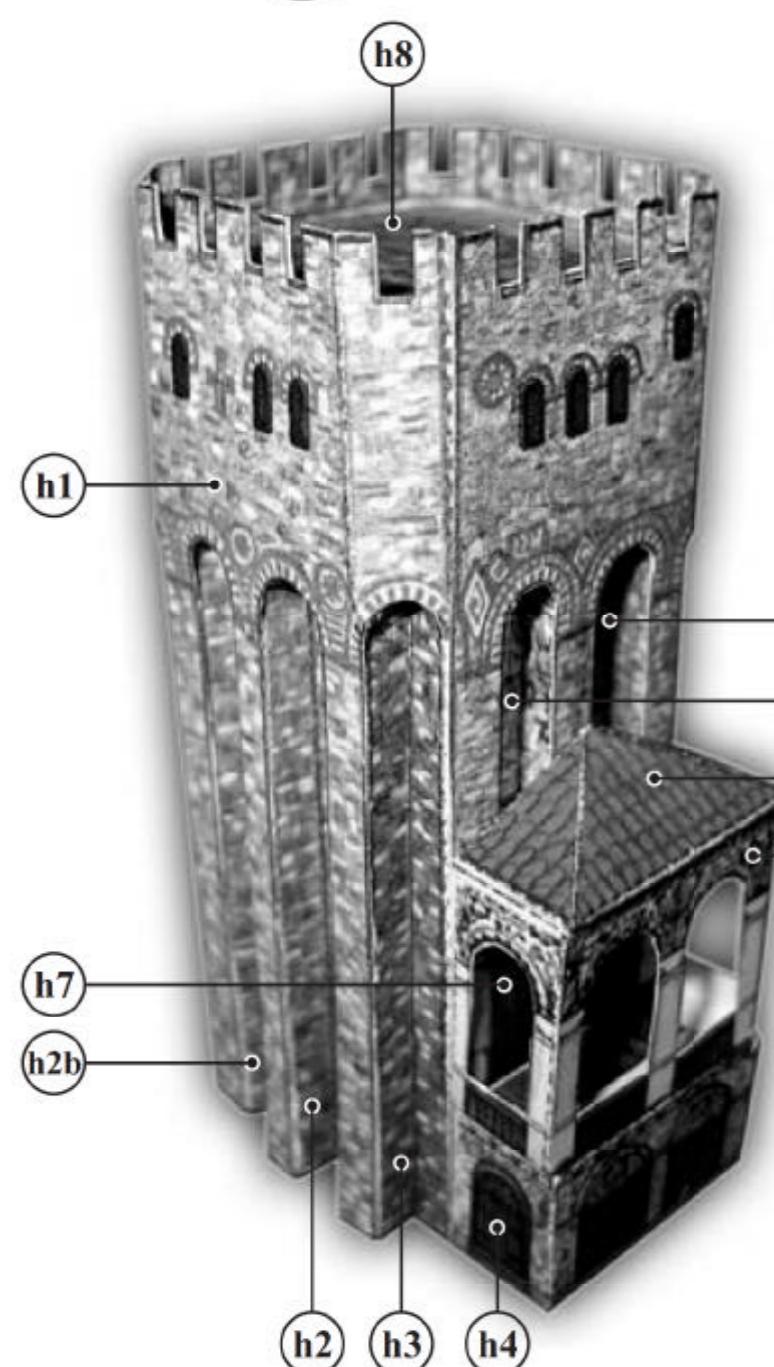


Congratulations! The monastery is now finished!

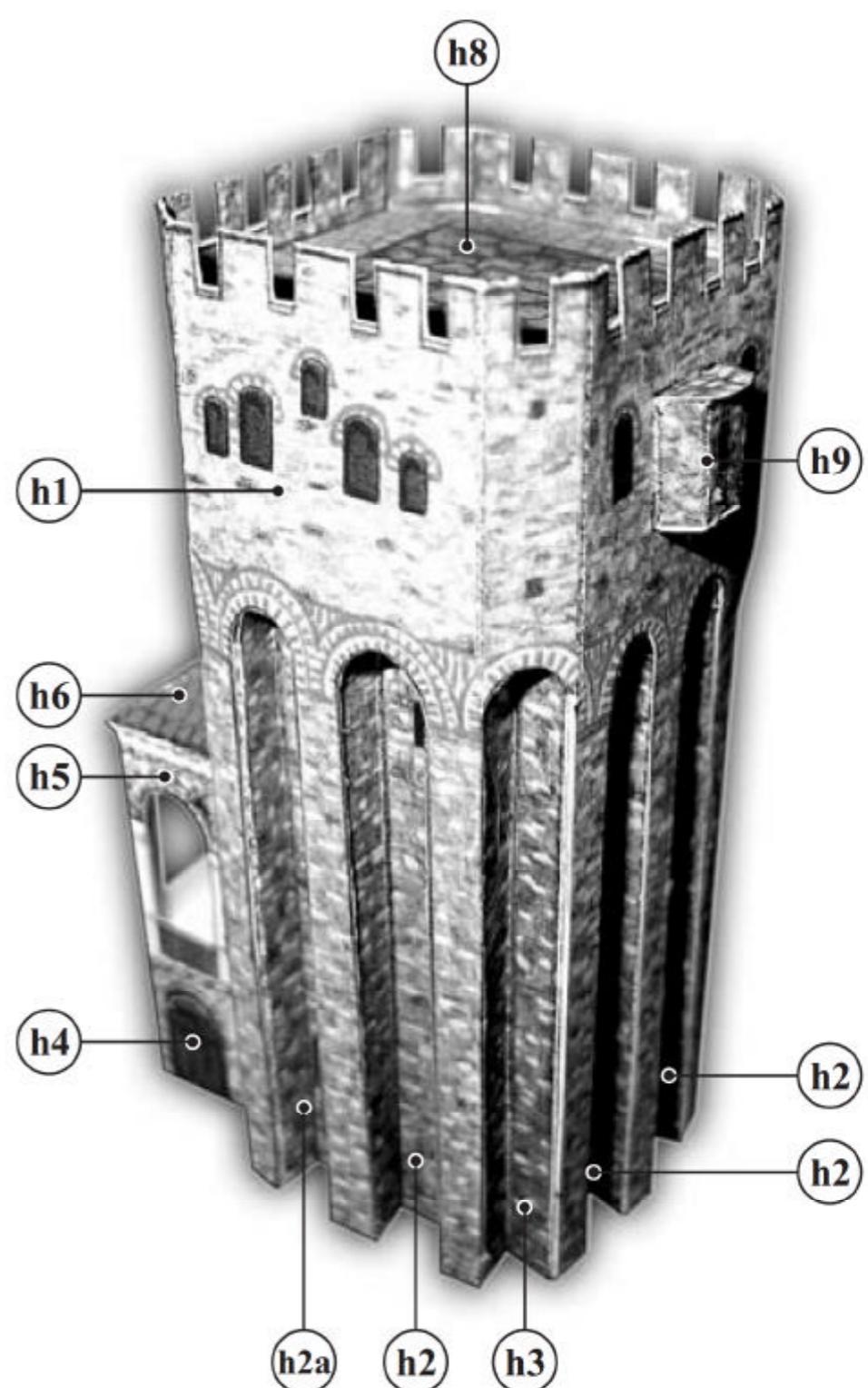
LEGEND: —— FOLD

CUT

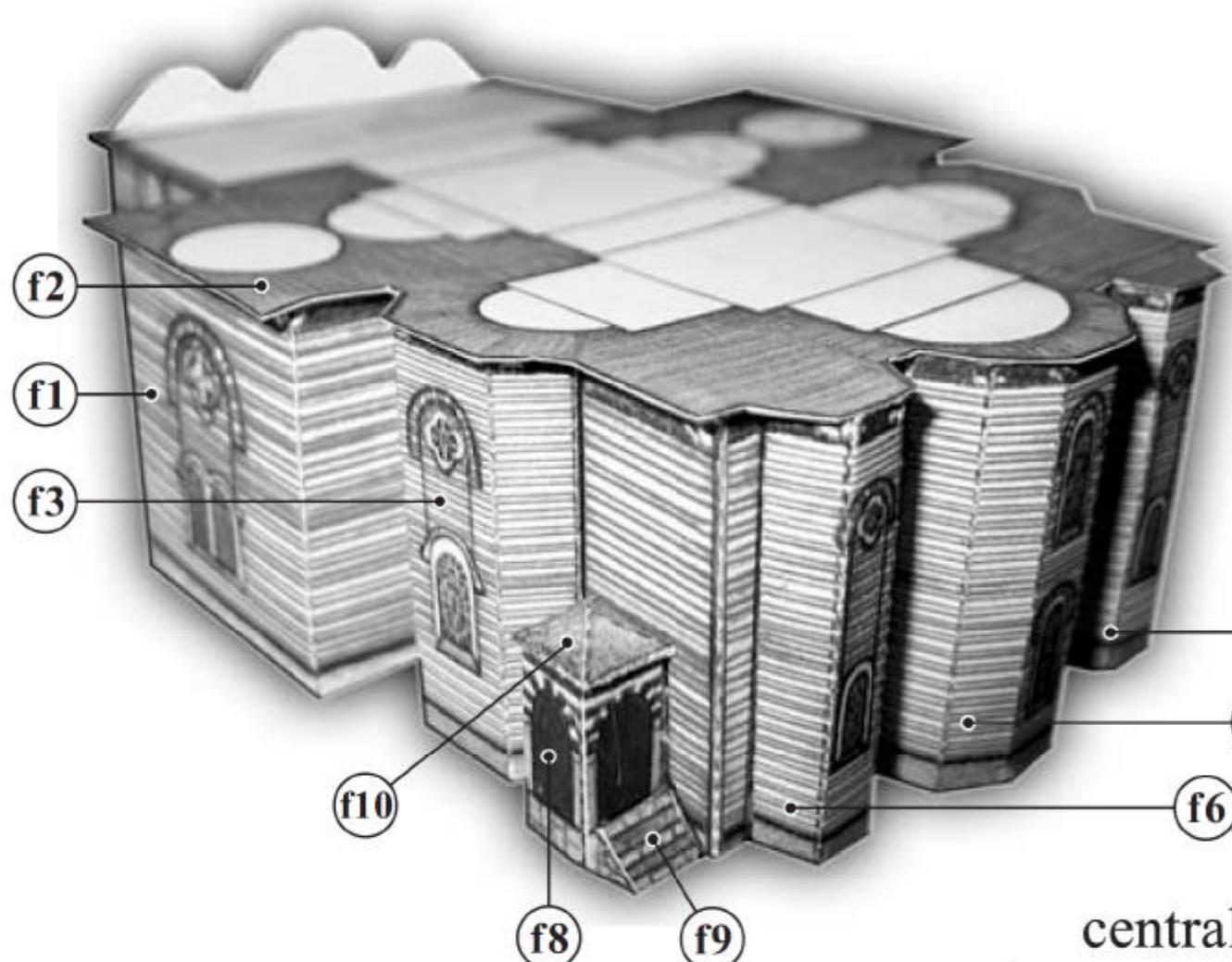
STAGE 1



First separately, prepare the 12 recesses six **h2**, two **h10**, **h2a**, and **h2b**. You have to fold them and glue the ends of their arches in such a way that they would be ready to attach to the body of the tower, **h1**. As far as the body, **h1**, itself, you have to fold up the upper end and glue up its two parts together so as to form the edge and the battlements on top. Now, cut the white margins and your battlement will be ready. Glue the recesses to the empty spots on the wall as shown on the picture. Add the defense landing, **h8**. Attach the jetty to its designated place, **h9**. Now what remains to be done is to put together the shed at the base of the tower where the bells are located. Pick the item demarcated **h7** and first glue **h4** then **h5** and finally the roof, **h6**, to it. Once finished, the shed will be attached to the tower and then glue up the ready module to its base.



STAGE 2



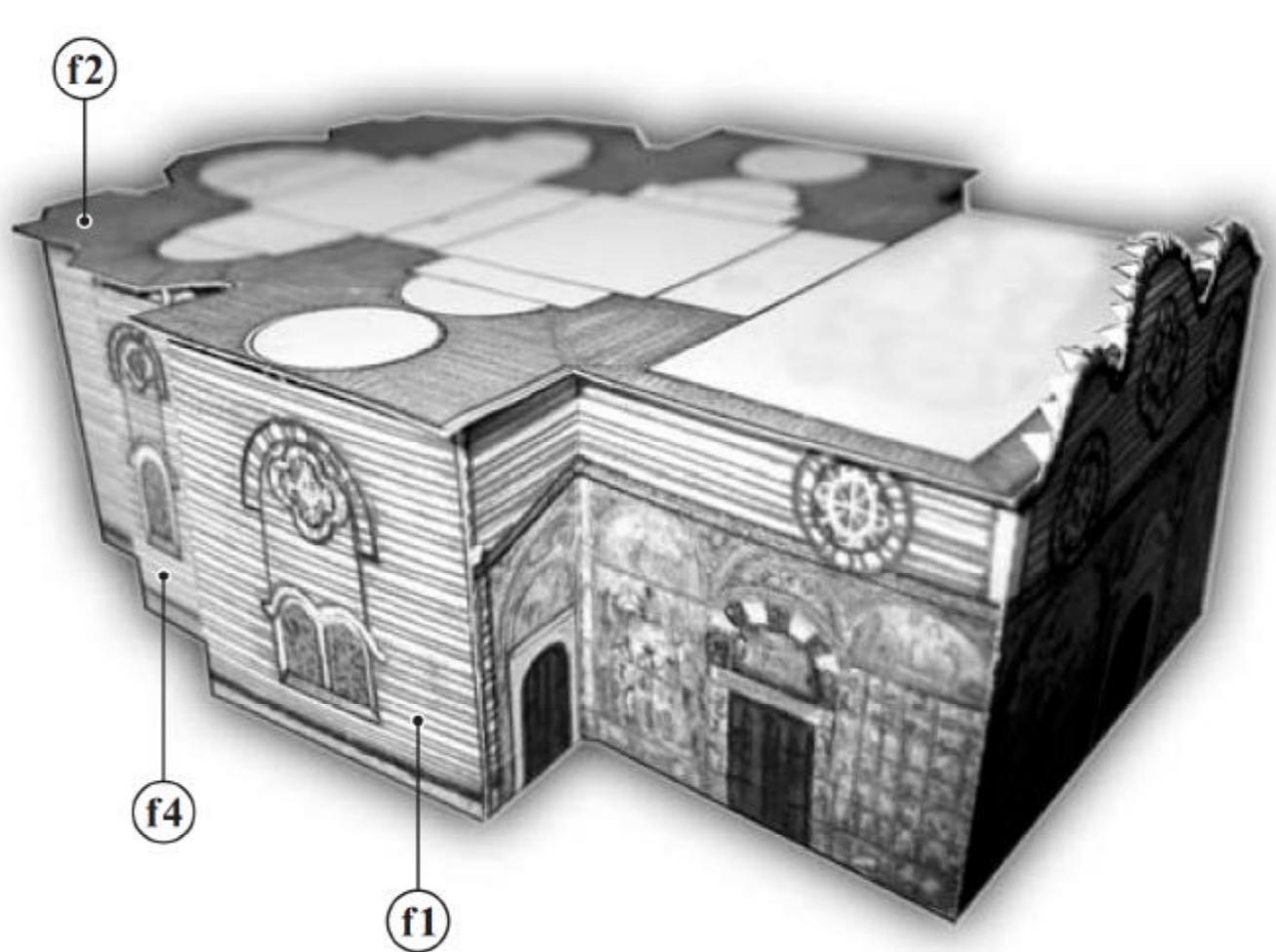
f6

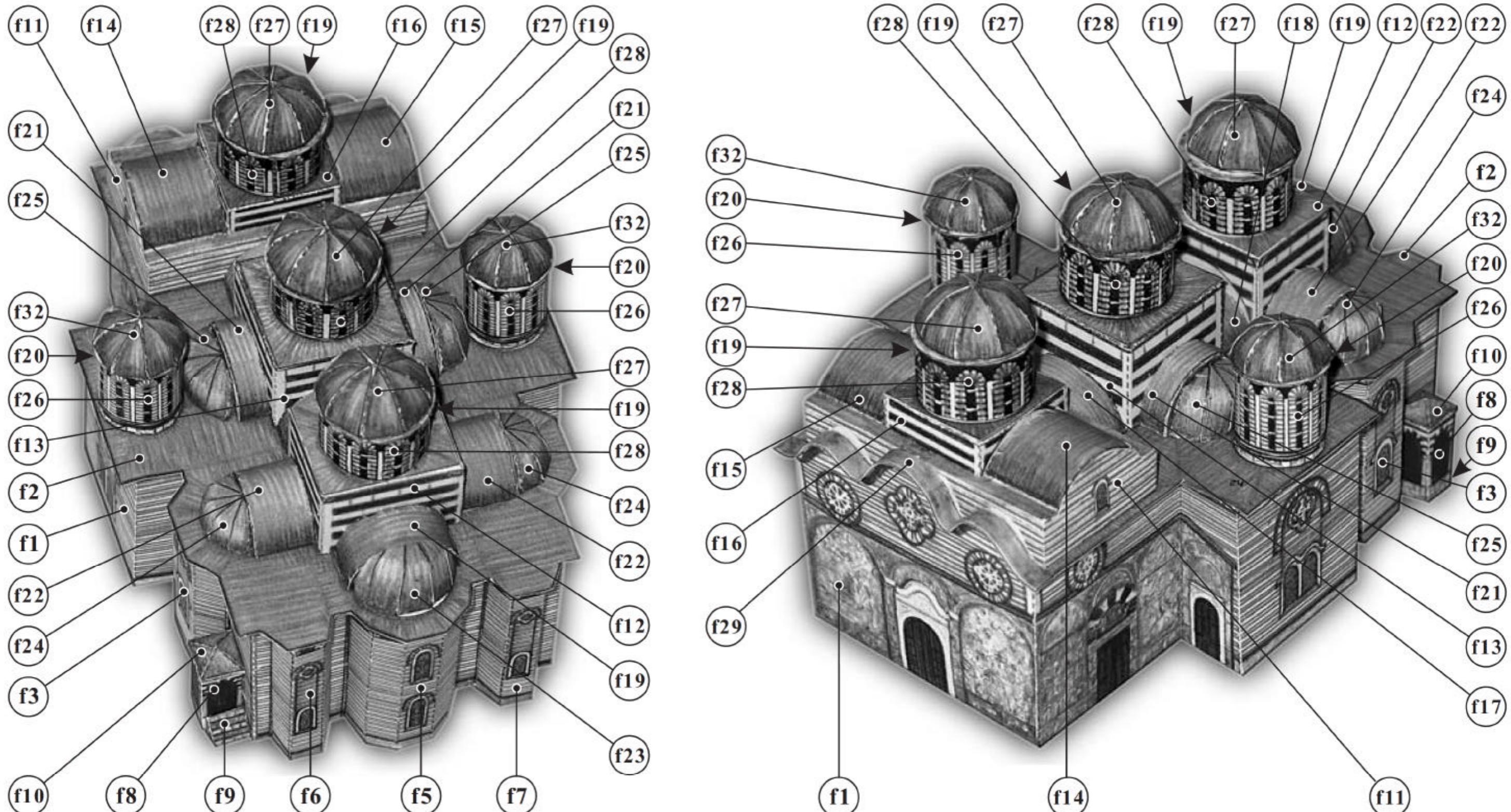
Attach the three central, **f28** and the two lateral, **f26**,

drums of the domes and on top of them mount the caps, **f19** (3 pieces) and **f20** (2 pieces). Prepare the three **f27** domes and the two **f32** domes separately and in advance and then place them over the drums. What remains to be done now is to glue the façade of the church, and the roof section, **f29**. Now glue up gallery **f30** by slipping the margins left for the glue in the slot that you scored along the red line in the foundation so that they remain under the surface of the foundation. Now, if you put the roof on top of it, you will have the church ready and finished.

THE CHURCH

Before you start assembling the church, score the red П-shaped line on the foundation before the church using a utility knife. To it you will later attach the gallery, **f30**. Glue the sconces **f4**, **f5**, **f6**, and **f7** to the façade. Then attach **f1** to the base and then lay the foundation of the roof, **f2**. Add the shed, **f8**, and the staircase before it, **f9**, and the roof, **f10**. Items **f11**, **f13** and **f19** go on their designated spots on the roof and the smaller roof sections **f14**, **f15**, **f17**, and **f18** go next to them. Attach item **f16**. Prepare in advance the arches, **f19**, **f21** (2 pieces) and **f22** (2 pieces) and then glue them to the roof. Use the same sequence for the semi domes **f23**, **f24** (2 pieces) and **f25** (2 pieces) and place them on their designated spots.

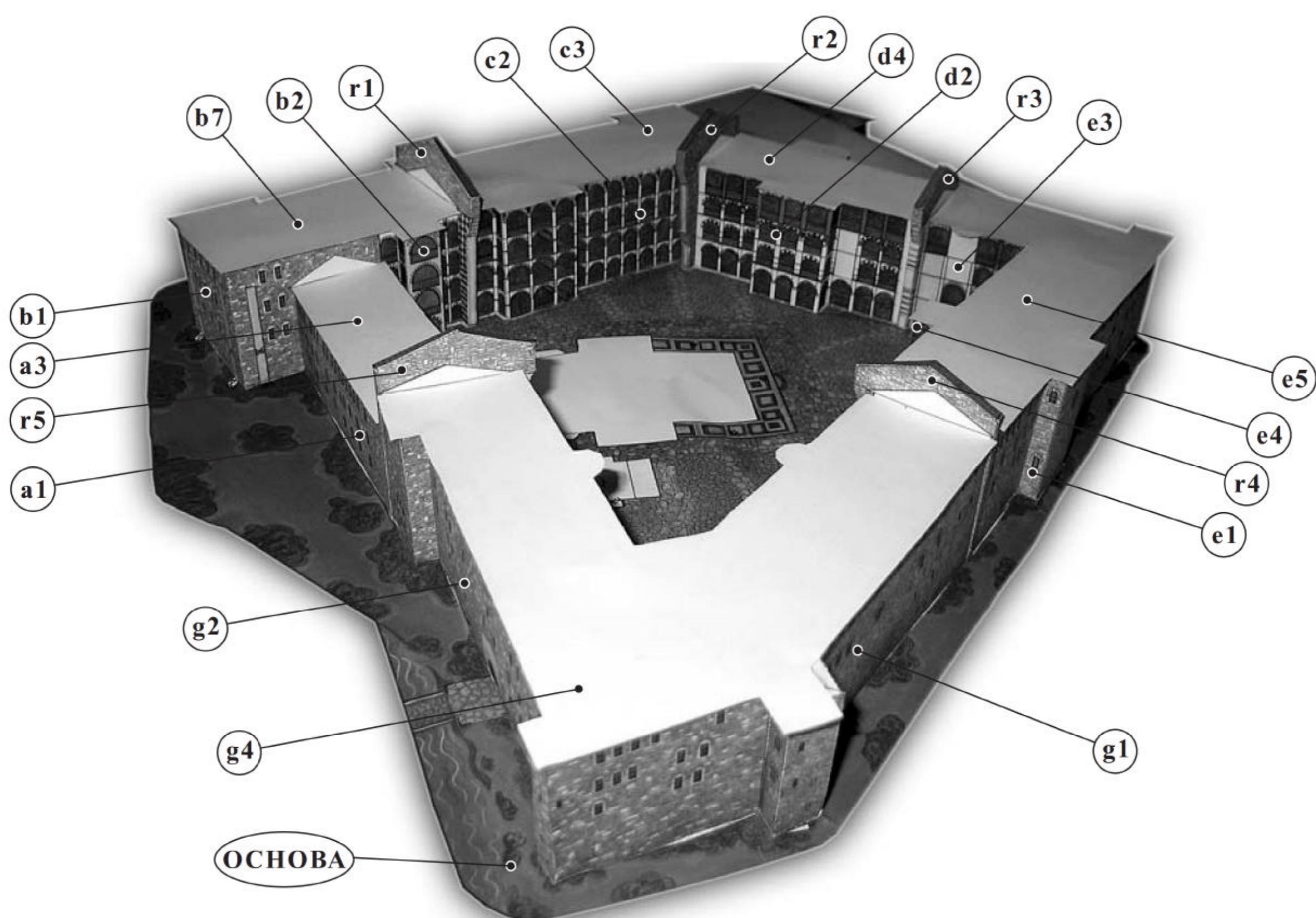


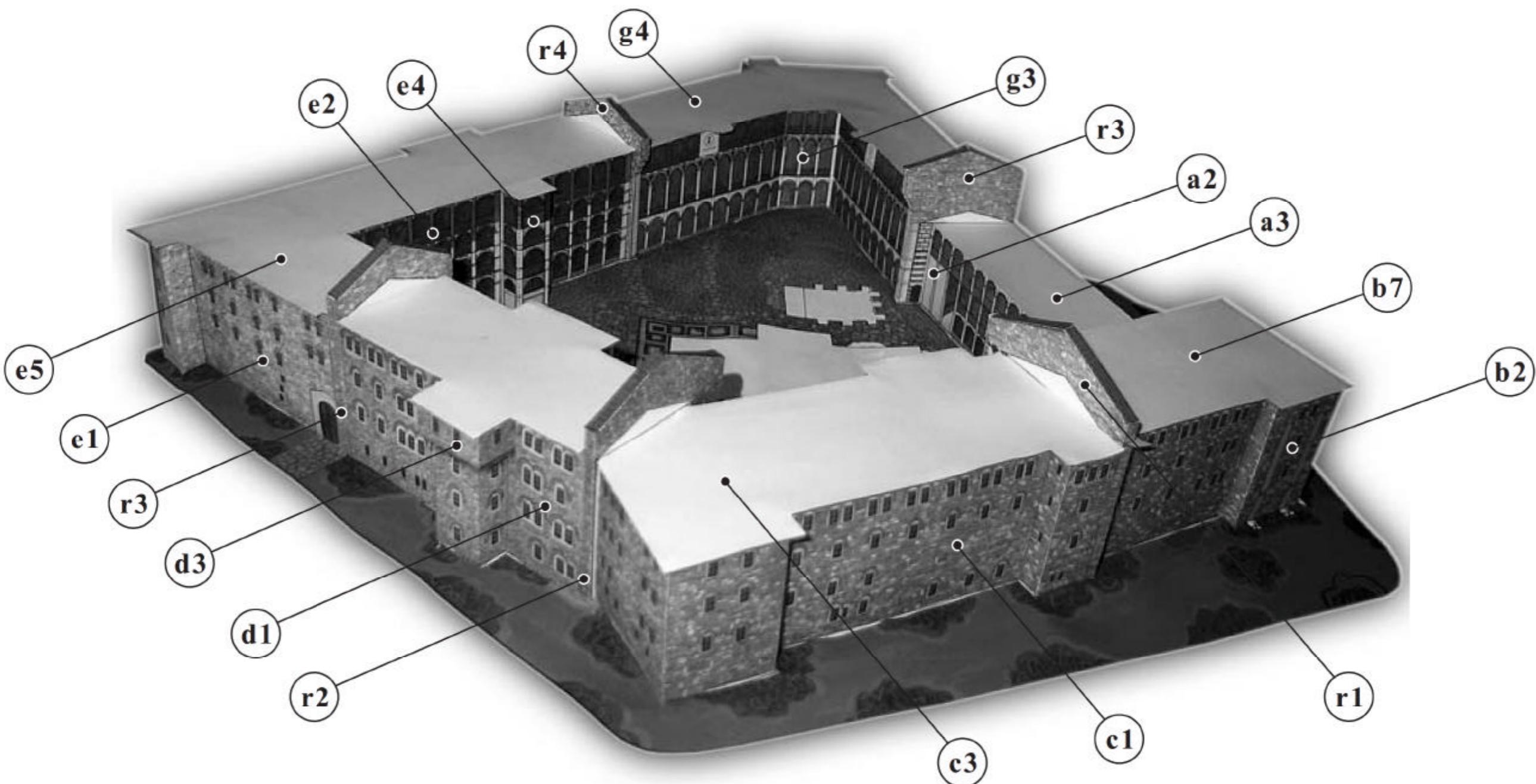


STAGE — **3**

MONASTERY FRAME

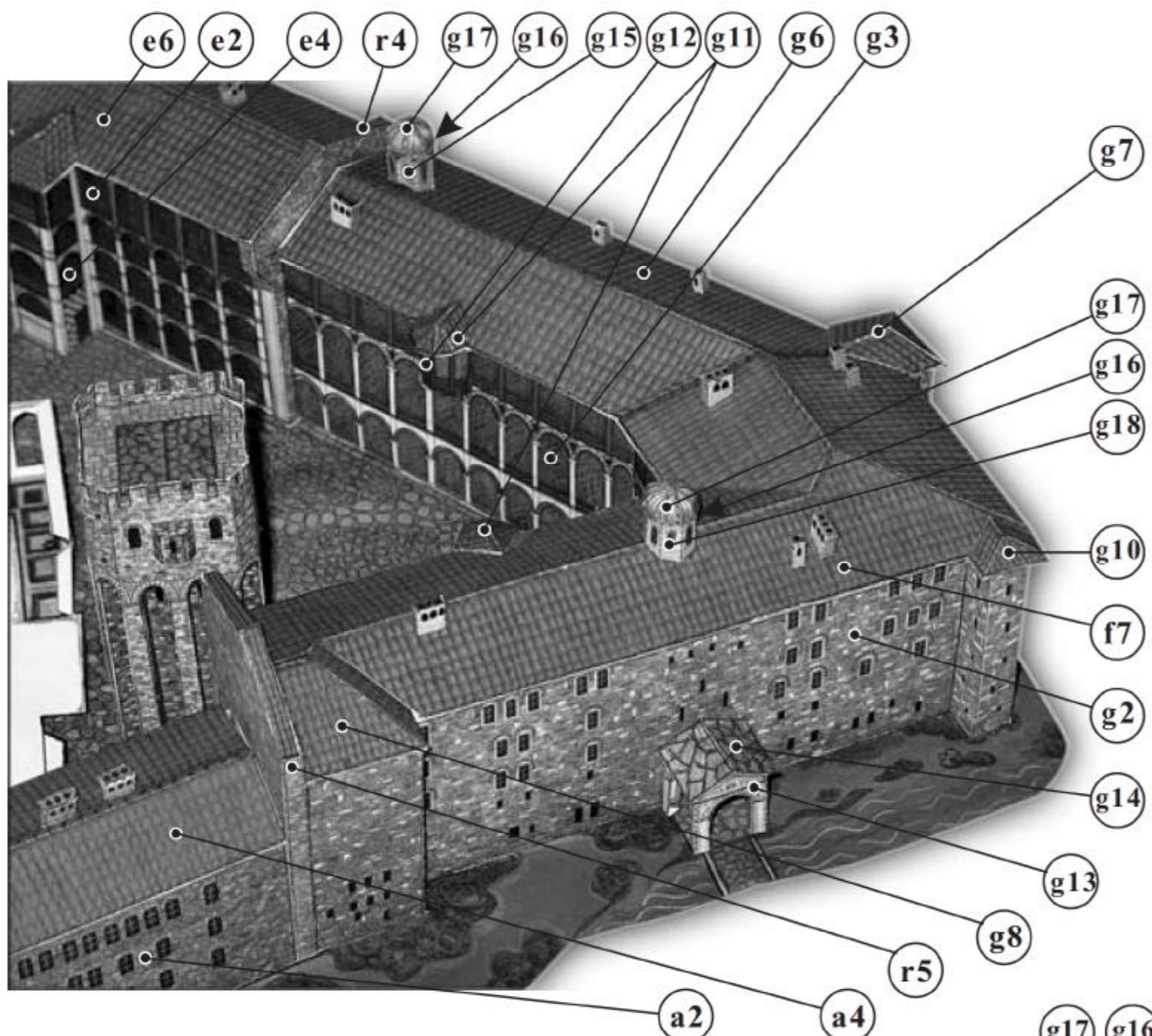
Start by constructing the five ribs: **r1**, **r2**, **r3**, **r4**, and **r5** which divide the monastery into five separate sections. Once these are ready, glue them up to their designated places in the foundation. With this out of the way, you can now concentrate on the facade. Put in place sections **e1**, **d1** (having added in advance the protruding parts of it - **d3**), **c1**, **b1**, **a1**, **g1** and **g2**. Now the facade would be ready to mount. In the sequence shown above, attach items **g3**, **a2**, **c3**, **d2**, **e2** and **e3**. Put in the parts that protrude from them - **b2**, **d2** and **e4**. To reinforce the structure of the building, connect the internal to the external facade and the dividing ribs to the sub roof structures **a3**, **b7**, **c3**, **d4**, **e5**, and **g4**.





STAGE — **4**

THE ROOFS



SECTOR D

Mount **d5**, and then the two small sections - **d6** and **d7**.

SECTOR E

First attach the two major roof sections, **e6** and **e7**, then, to them, attach **e8**, **e9** and **e10**.

SECTOR G

First of all attach the small roof section of g8 as shown and then the two larger segments - g6 and g7. Finally, put segments g9, g10 and g11 (2 pieces) in place.

SECTOR A

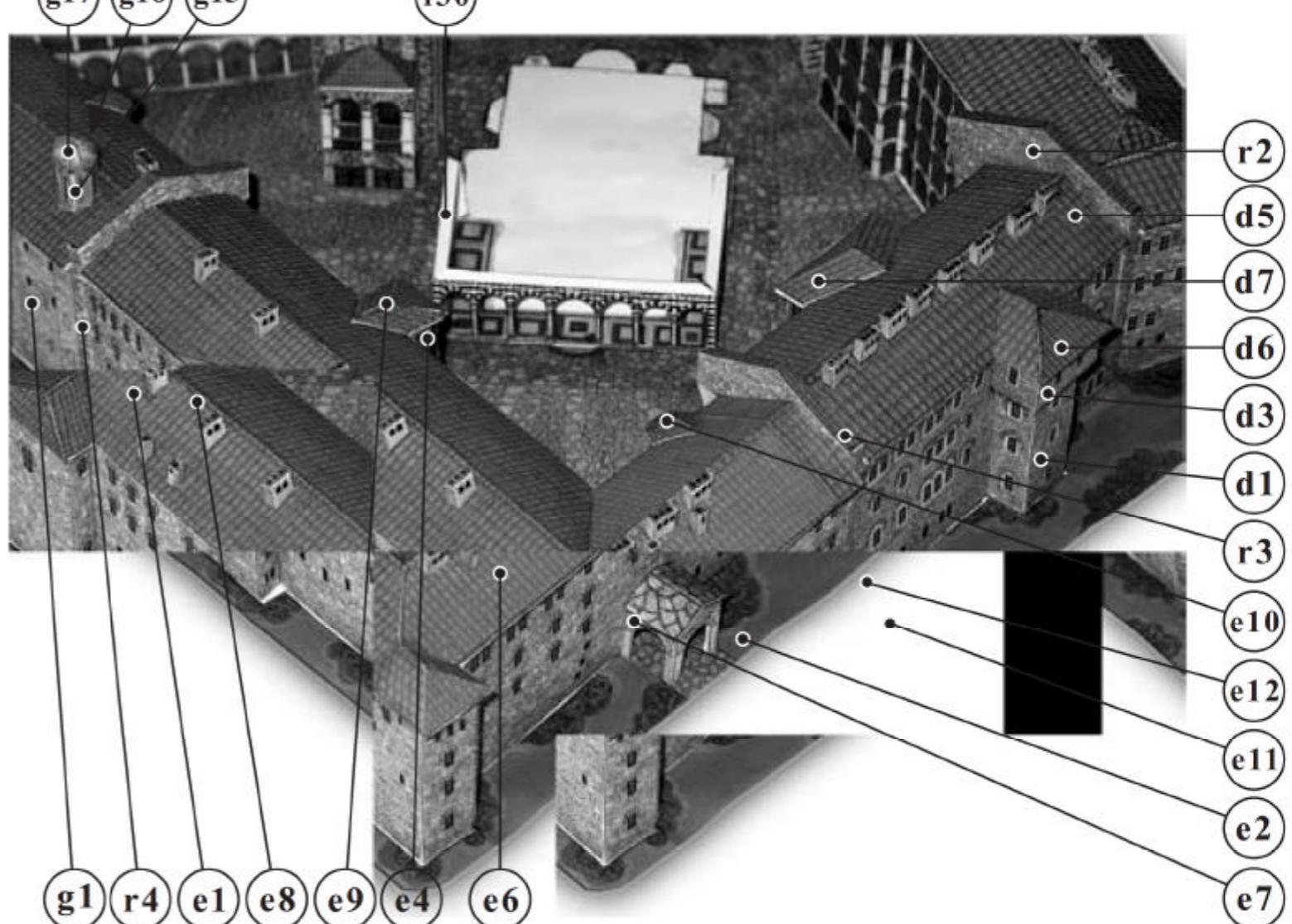
Here we have only one roof section **a4**.

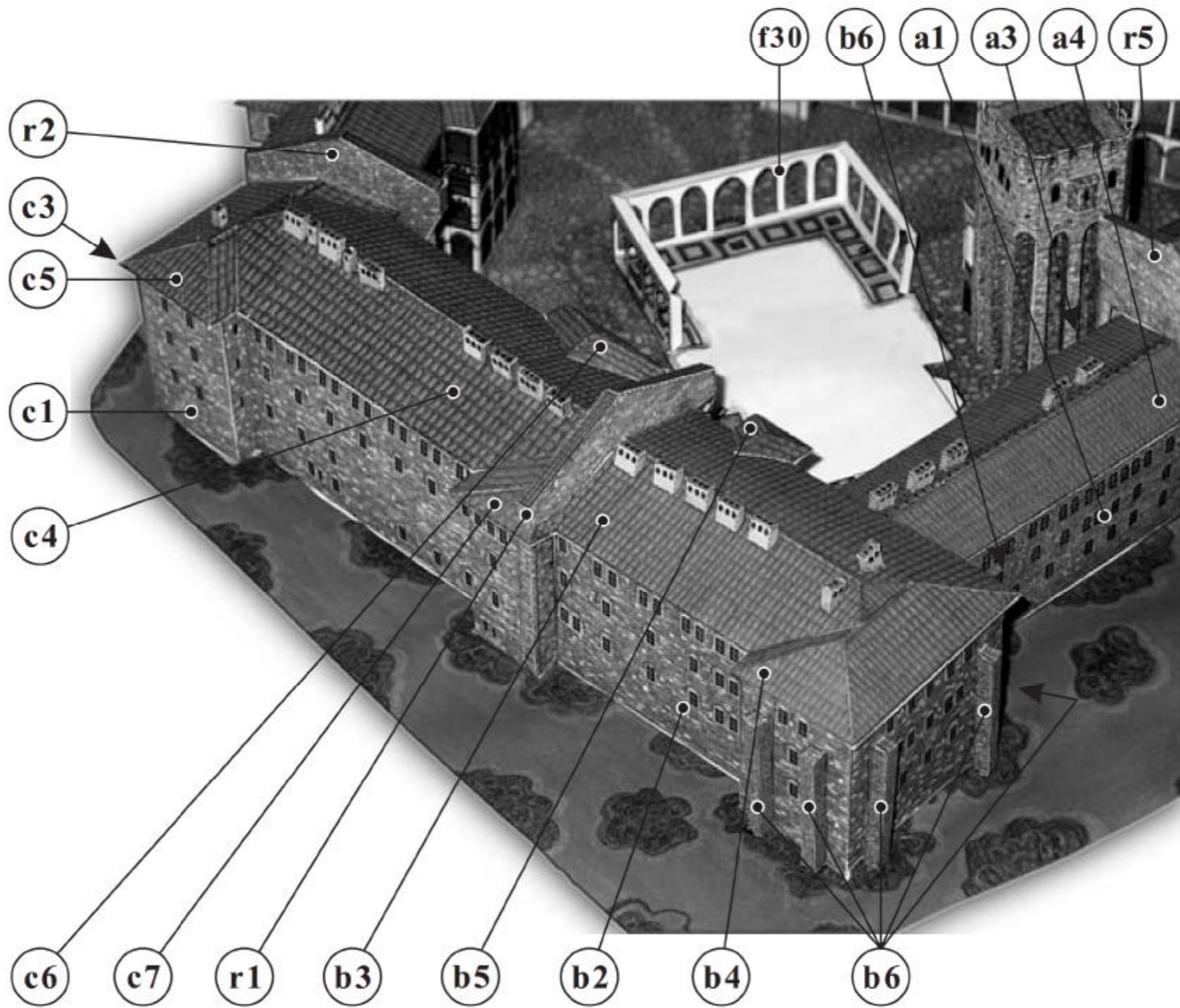
SECTOR B

First attach roof section **b4**, then **b3**, and then, the small roof section of **b5**.

SECTOR C

Start with **c5**. On top of it place **c4** and then the two small sections - **c6** and **c7**.



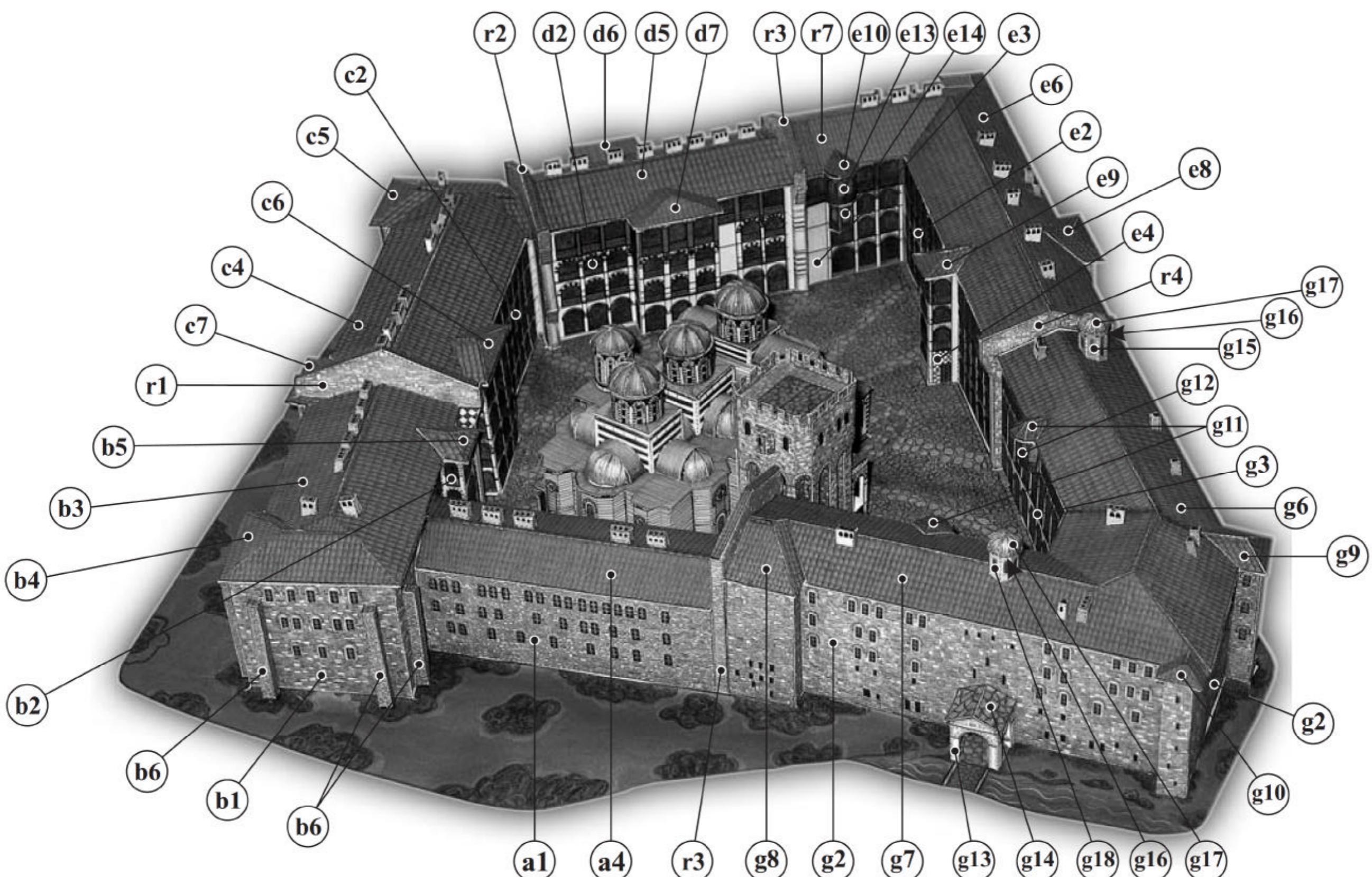


STAGE

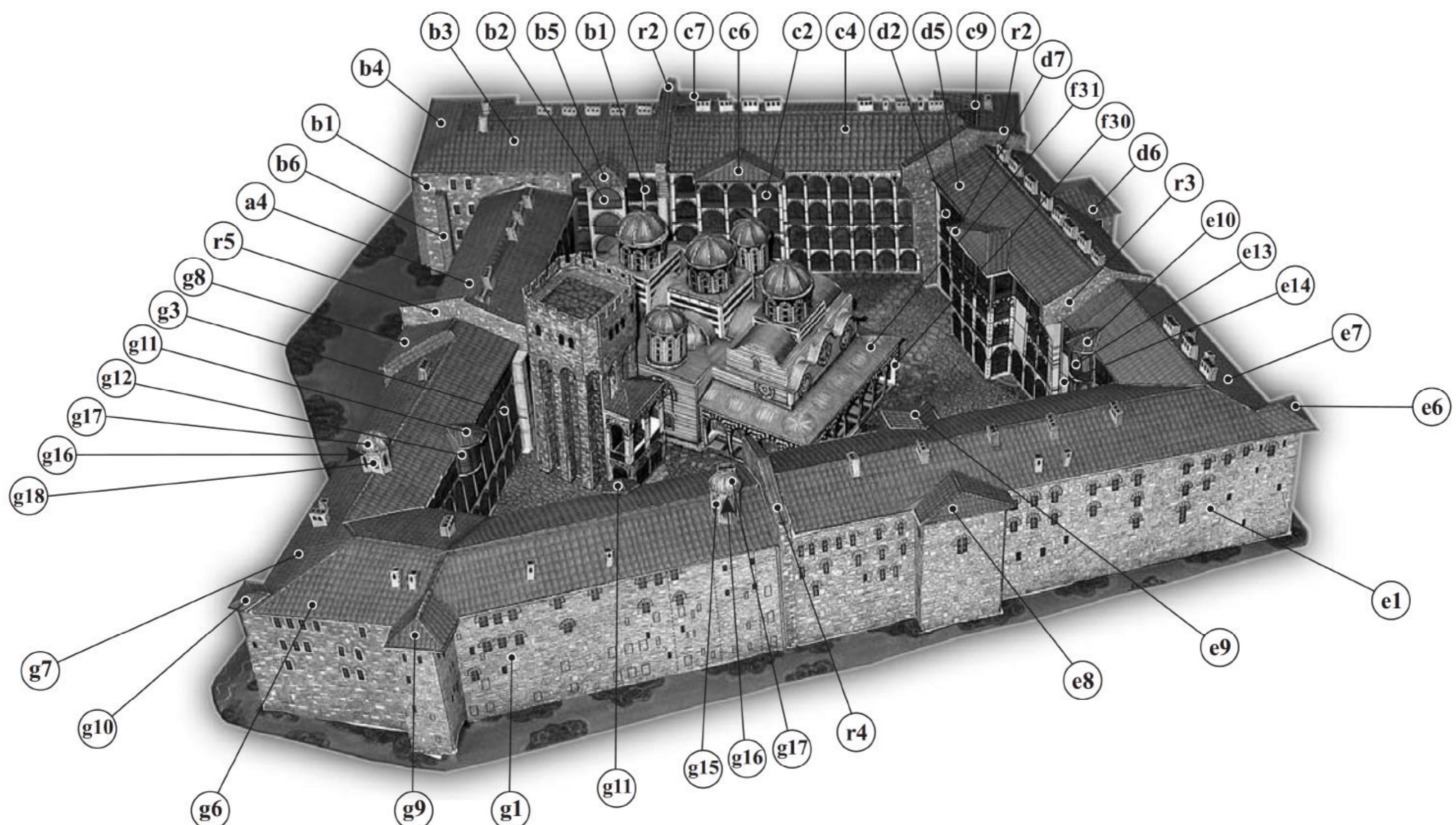
5

THE DETAILS

Attach the five support walls, **b6**, which you have prepared in advance to item **b1** along the outside facade of sector **B**. On the internal facade of sector **E** (item 3) attach the two jetties, **13** and **14**, one on top of another. Add two more jetties **g12**, to the internal facade of **g3**. Attach two drums (one for the chapel and the other for the kitchen) to the roof of sector **E** (**g15** and **g18**). On top of these place the caps **g16** (2 items) and finally, on top of the caps, put the domes themselves - **g17**. What remains to be done is to shape the two entrances to the monastery. Attach items **g13** and **11** to their designated places then, on top of them glue roof sections **g14** and **12**.



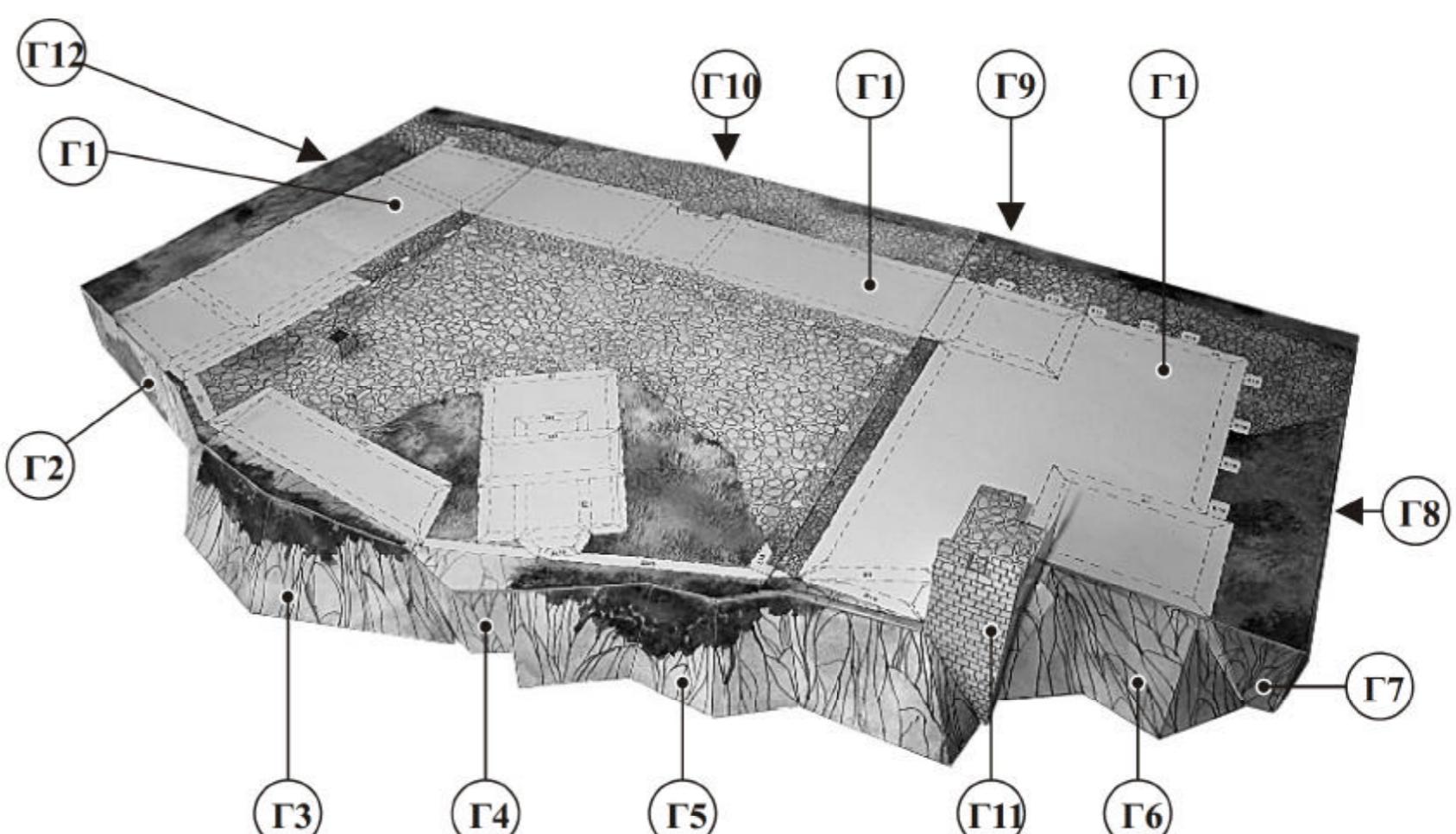
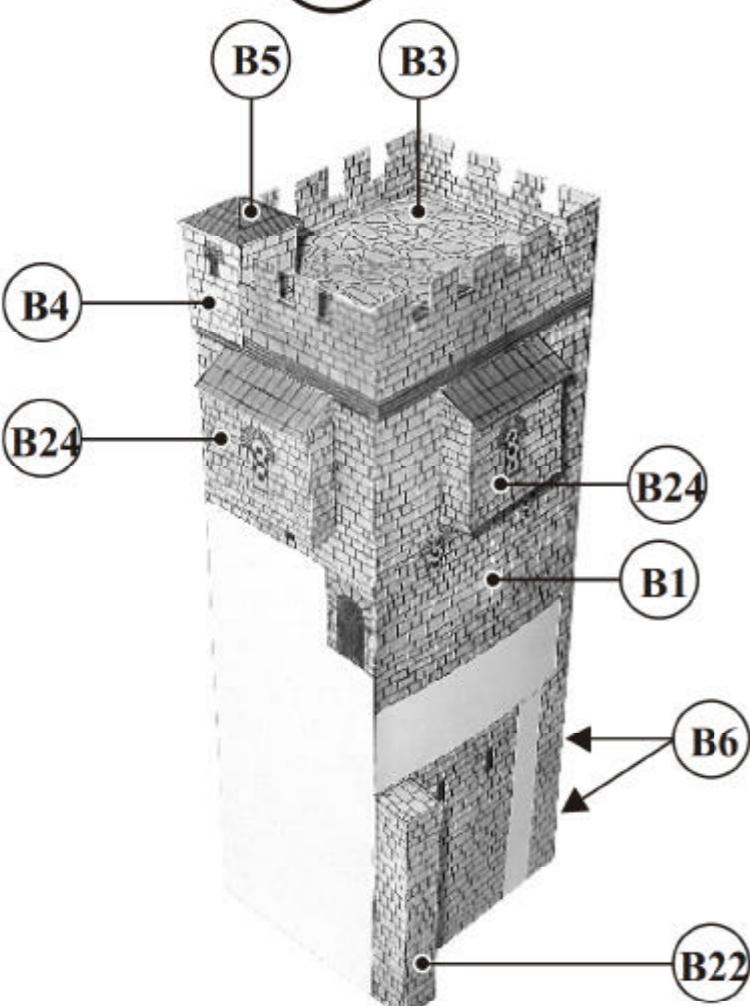
Once the individual chimneys have been cut out, folded, and glued up, start mounting them on the roofs as shown in the drawings. Should you find this hard to do due to the minute size of the details, you can leave the building without them and you would still have the monastery finished.



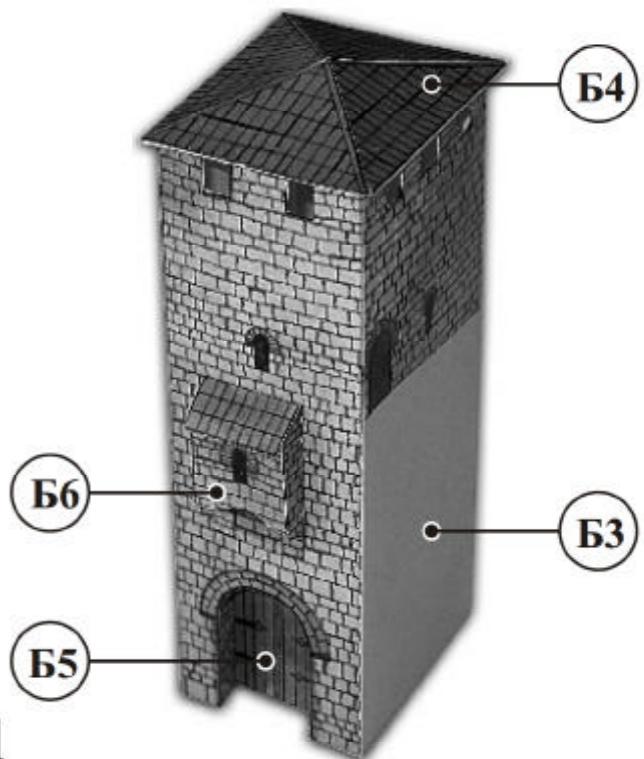
ЛЕГЕНДА: ————— FOLD ————— CUT

STAGE 1

You should first join the three parts of the base **Г1**. After that you should stick on the backside of **Г1** elements **Г2**, **Г3**, **Г4**, **Г5**, **Г6**, **Г7**, **Г8**, **Г9**, **Г10** and **Г12**. Then add wall **Г11** by making before that the pinnacles (see: APPENDIX – ASSEMBLING OF FORTRESS WALL). After doing this you should stick on the bottom side of the base the supporting beams **Г13**, **Г14** and **Г15** the supporting beams shall not allow the base to bent under the model weight. Over the so constructed base you can „build“ the castle. But before doing so, you should assemble separately some of the main

BASE ASSEMBLING**STAGE 2****ASSEMBLING OF DIFFERENT ELEMENTS****MAIN TOWER**

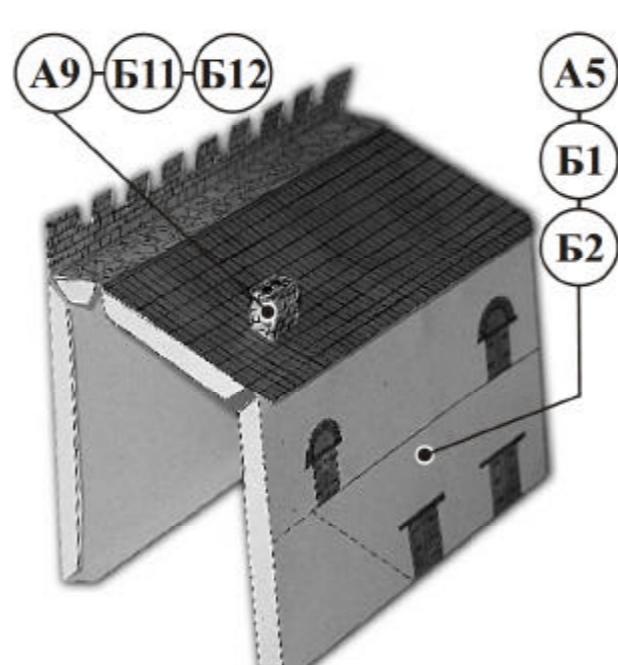
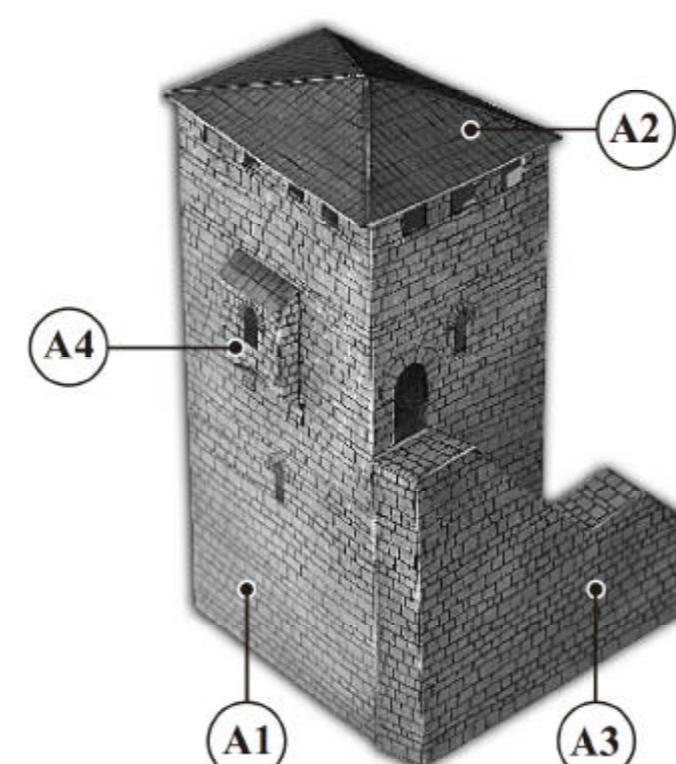
First you should join the frame of the tower **B1** with the battle stage **B3**. Add the small tower **B4** and the roof **B5**. Stick the four identical bow-windows **B24**, one for each wall. Then you have pylon **B22** and the two flat pylons **B6**, and then you have the main tower ready.

**ENTRANCE TOWER**

First you should make the bay of the entrance door **B5** and stick it to **B3**. To the frame of the tower **B3** stick the roof **B4** and then stick the bow window above the door **B6**.

TWO-STORY BUILDINGS WITH FORTRESS WALL

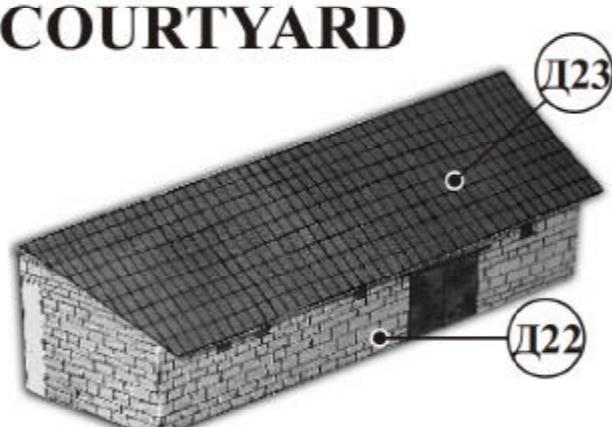
These are three almost similar elements **A5**, **B1** and **B2**. First you should make the battle stage with the pinnacles in the way you already know (by folding and sticking the pinnacles and cutting the white fields after that). Make the roof eaves (again by folding and sticking). And now you only have to place the chimneys on the respective roofs **A9** on **A5**, **B11** on **B1** and **B12** on **B2**.

**OTHER TOWERS**

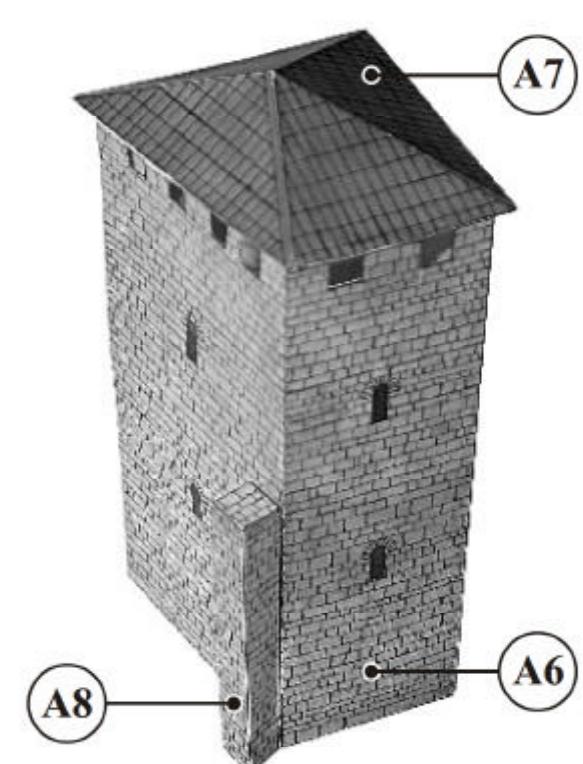
Stick to tower **A1** the roof **A2** and then add bow window **A4** and the staircase **A3**.

INDUSTRIAL BUILDING IN THE COURTYARD

To the frame of the building **Д22** stick the roof **Д23** and then attach the ready building to the model base **Г1**.

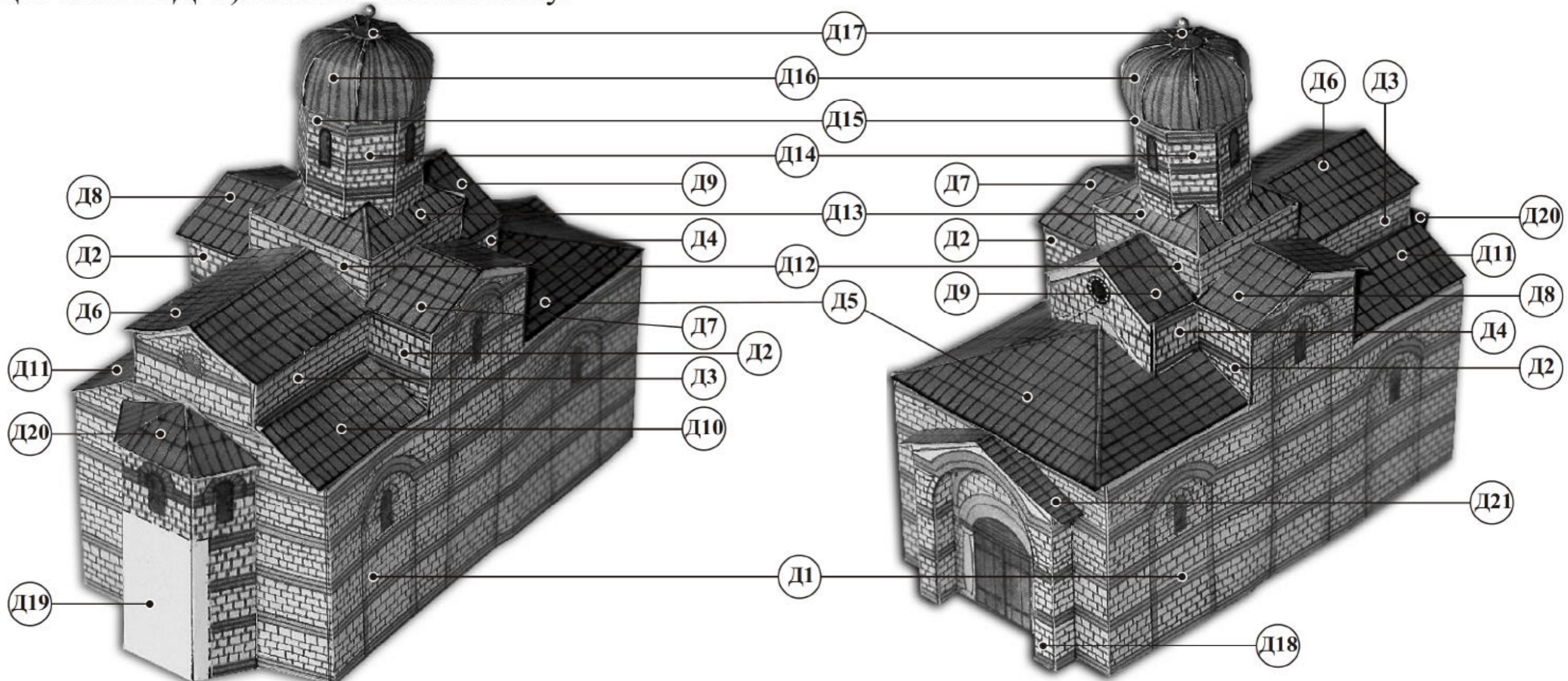


To tower **A6** add the roof **A7** and the pylon **A8**.



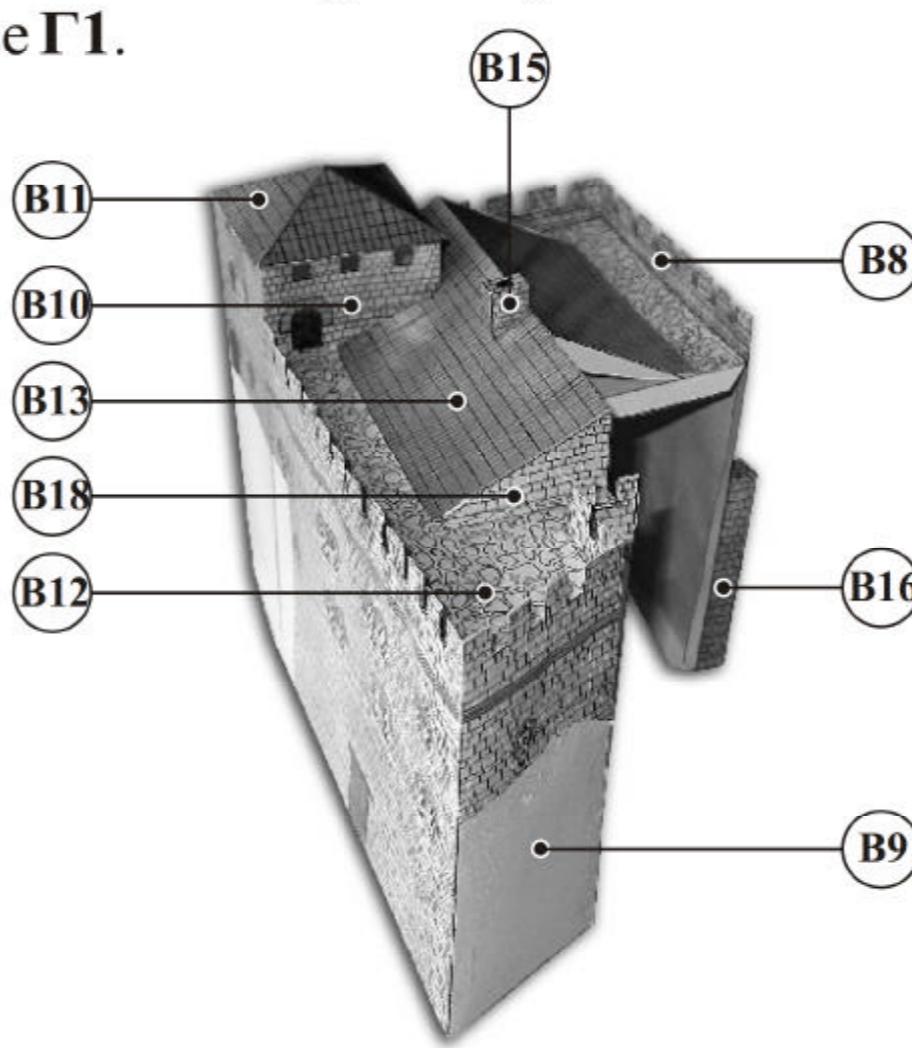
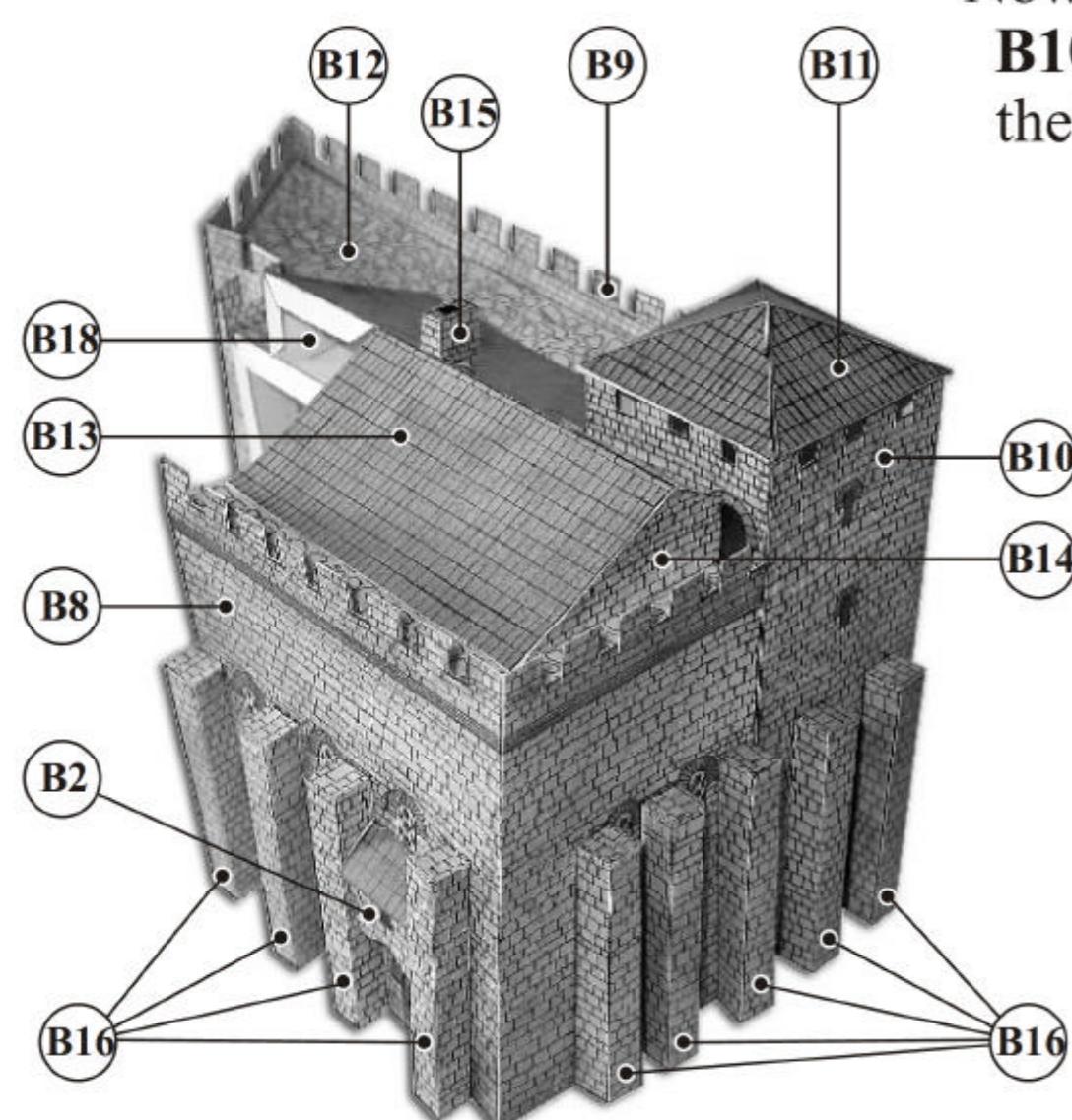
STAGE 3**CHURCH**

This is the most difficult element of the entire model and it requires much attention and precision. First you should make the central cross of the building, which consists from elements Д3, Д2 and Д4. Stick them to each other in the way it is shown on the scheme and then attached them from the internal side of Д1, this is the church facade. And the framework of the building is ready. Now you have to make the roofs. Stick roofs Д5, Д6, Д7, Д8, Д9, Д10 and Д11. Now you should stick the base of the dome Д12 and the roof Д13, and above it put and stick the basket of dome Д14 the padding Д15 above it. On the padding shall be placed the church dome. The dome itself Д16 is rather difficult for assembling and it consists of eight leaf-like parts. We advise you first to fold them so they receive oval form like part of sphere and then you can start to connect one by one the separate leaf-like parts. You'd better do this with fast-sticking acetone based glue. When you are ready with that part and stick it to Д15, add to the top of the dome the little circle Д17. Now you have to stick on the church facade element Д18 and its roof Д21 and to make the apse from the other side (wall Д19 and roof Д20). And the church is ready.

**STAGE 4****ASSEMBLING OF MAIN BUILDING**

The main building consists of tower B10 and two walls B8 and B9. First you should assemble the tower B10 with the roof B11 and the two pylons of the facade and B16. It will be much easier for you if after this you prepared the roof of the building as to the ground B12 stick the roof B13 with the two little walls B18 and B14 and the roof B15. When you are ready with this module stick to it the two walls B8 and B9, but before that to B8 add the pylons B16 and the bow window over the small entrance B2.

Now you have to stick to the building tower B10 and the building is ready to assemble it to the base Г1.

**APPENDIX****ASSEMBLING OF FORTRESS WALL**

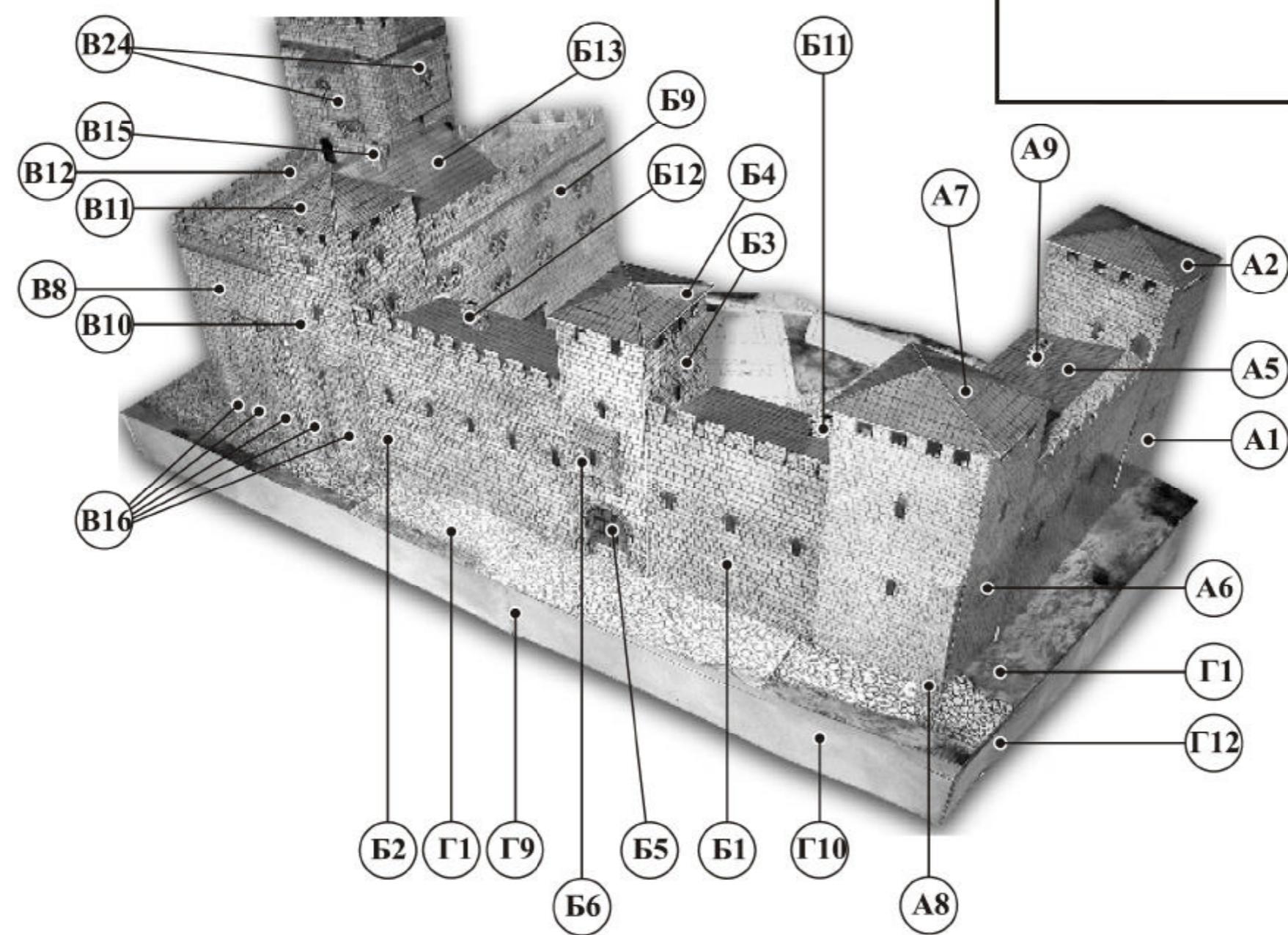
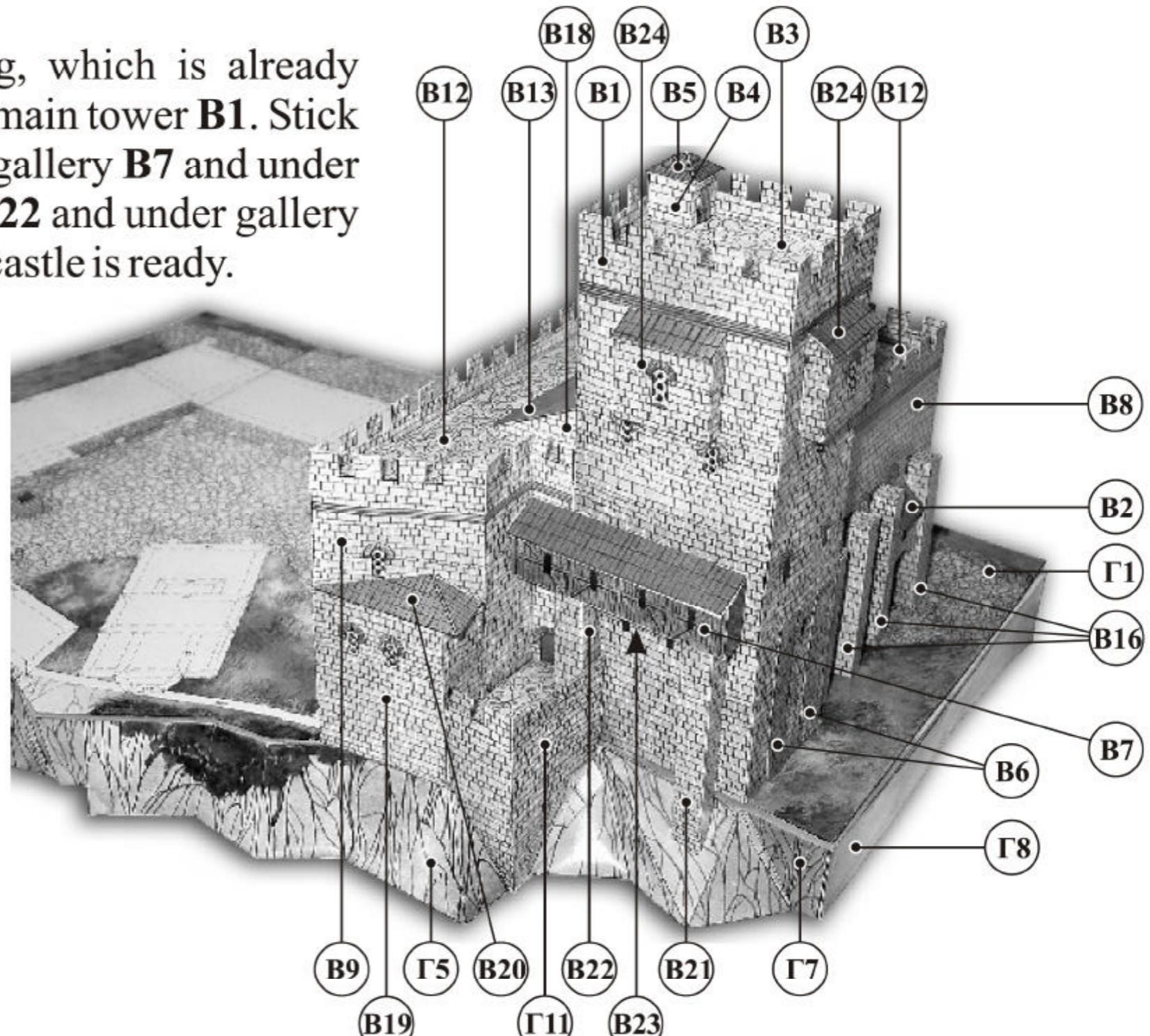
In order to prepare one fortress wall for assembling to the other part of the model, you should first make the pinnacles. For this purpose fold the element over the dotted line in the middle of the squares for cutting (the pinnacles). Then stick the folded place so that you can receive double-faced wall. When that is done, you can cut the white fields so real pinnacles to be made.

STAGE 5**ASSEMBLING OF MAIN BUILDING AND MAIN TOWER**

First stick to the base **Г1** the main building, which is already prepared. To the main building and the base attach the main tower **B1**. Stick wall **B19** to roof **B20**. To tower **B1** attach the wooden gallery **B7** and under the gallery add pylon **B21**. Between pylons **B21** and **B22** and under gallery **B7** stick the little triangle support **B23**. This part of the castle is ready.

STAGE 6**ASSEMBLING OF OTHER INTERNAL WALLS AND TOWERS**

To tower **B10** stick the already made wall **B2** and from the other side stick the entrance tower **B3**. Now comes the turn of wall **B1** and tower **A6**. To the tower and the base **Г1** attach wall **A5**. Then join to the model tower **A1** and this stage of the work is done.

**STAGE 8****BUILDINGS IN COURTYARD**

The plan of the castle should be closed from the steep cliff with several low buildings. These are the fences **Д24** and **Д25** and the industrial building **Д22**. Between the industrial building and the stairs **A3** you should make a shed with a straw roof **B25**, supported by three pillars **B26**, which places are marked on the base. In front of the shed in the courtyard there is a little dam **Д26**. Now you have to stick the church on its place at the courtyard.

Congratulations!

You are already an owner of a castle!

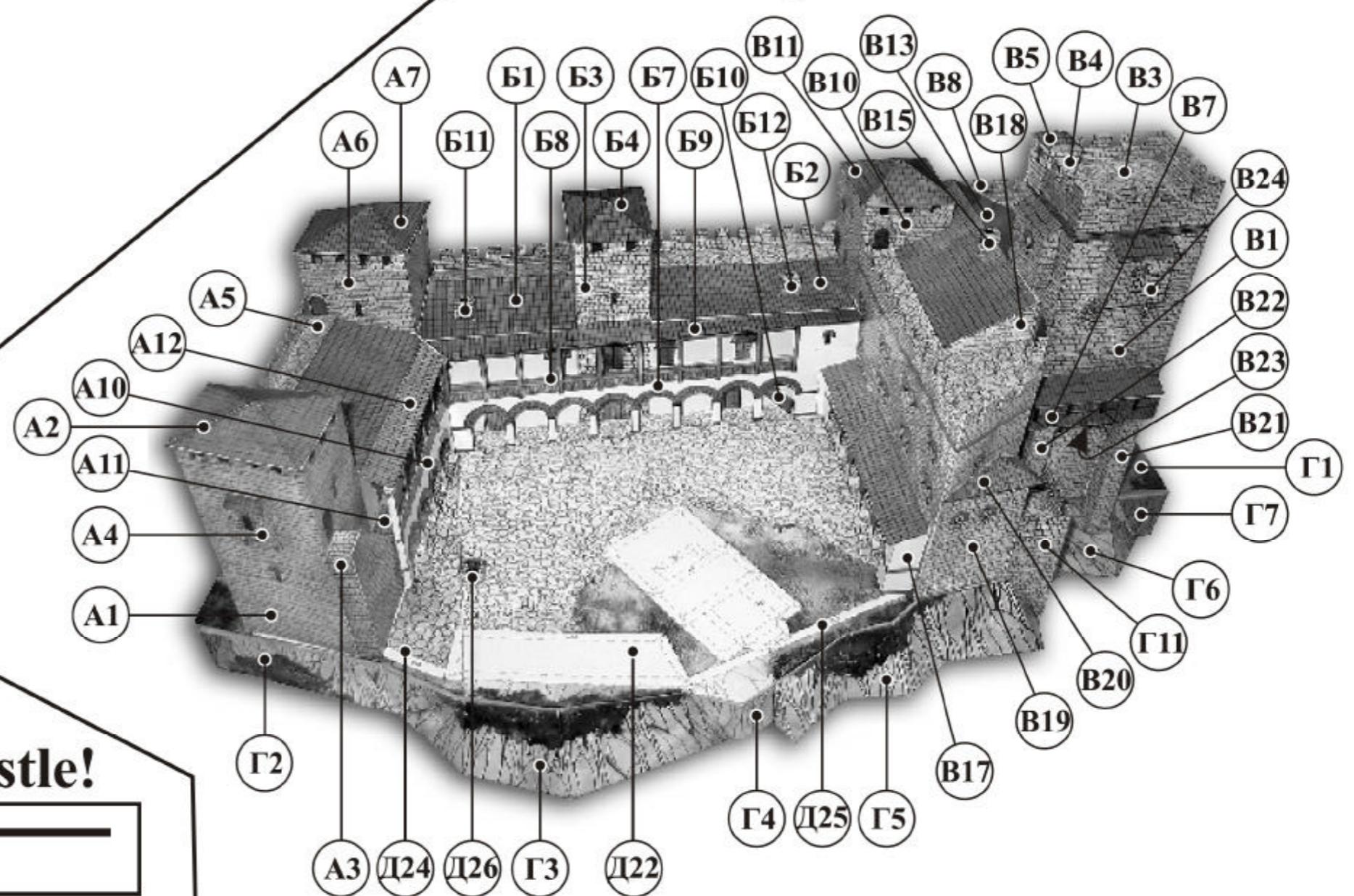
LEGEND:

— dashed line — fold

— solid line — cut

STAGE 7 **GALLERY TO THE COURTYARD SIDE**

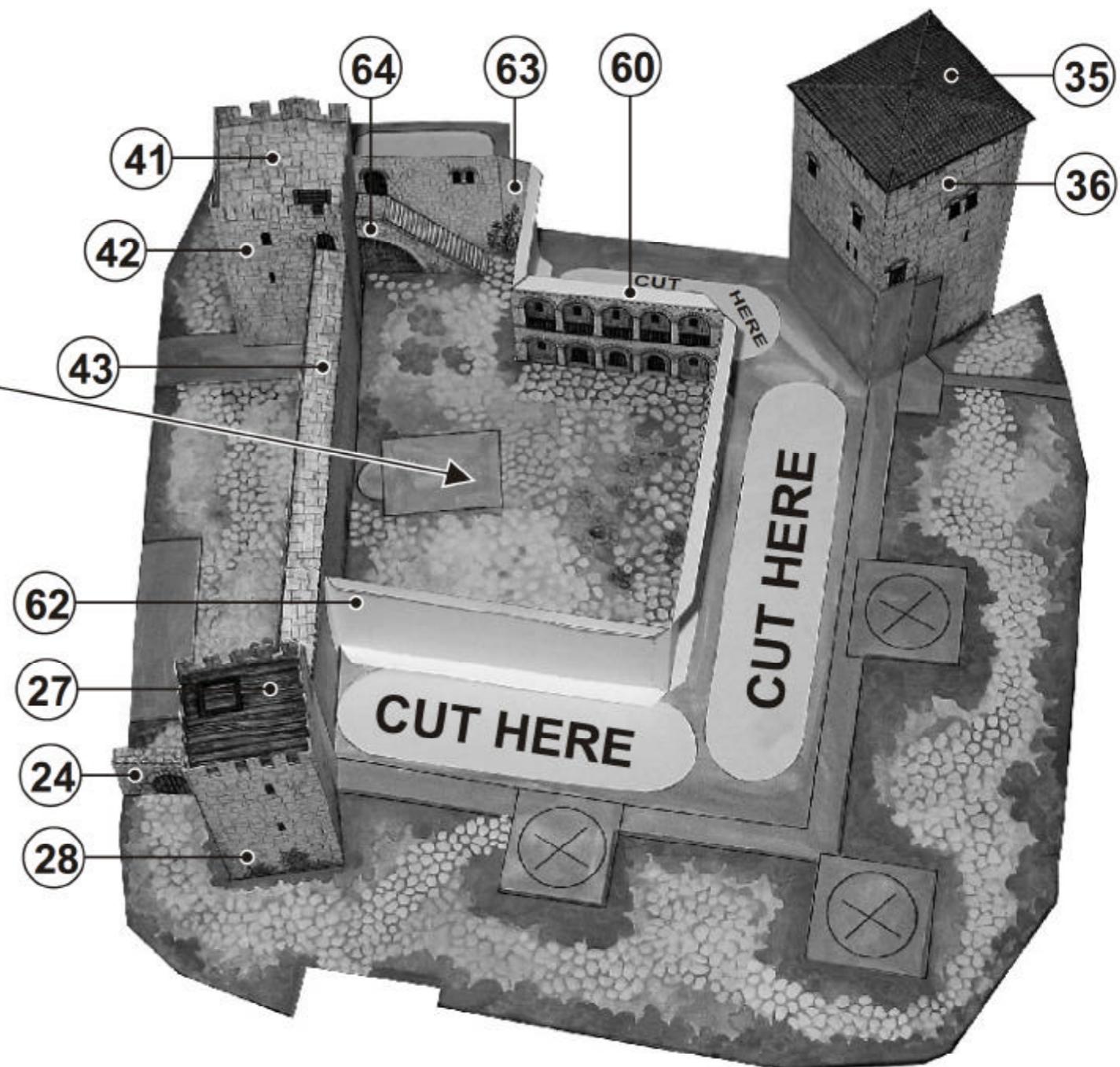
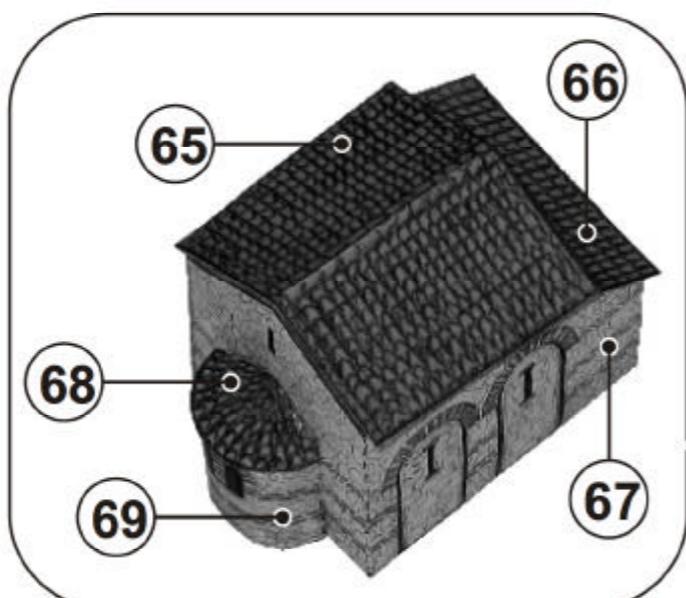
Start with the wooden floors on the send floor elements **A11** and **B8**. Stick them to the internal walls **A5**, **B1** and **B2** and towers **A1** and **B3** along the dotted line, which goes through them. Join the wooden stairs **B10** with wall **B2**, **B8** and the base **Г1**. Now to **A11** and **B8** stick the gallery walls **A10** and **B7**. Carefully stick the joint of each pillar to the base. In order to complete the gallery put the roofs **A12** and **B9**. In front of the main building add the one-story gallery **B17**. And the internal facade of the castle is ready.



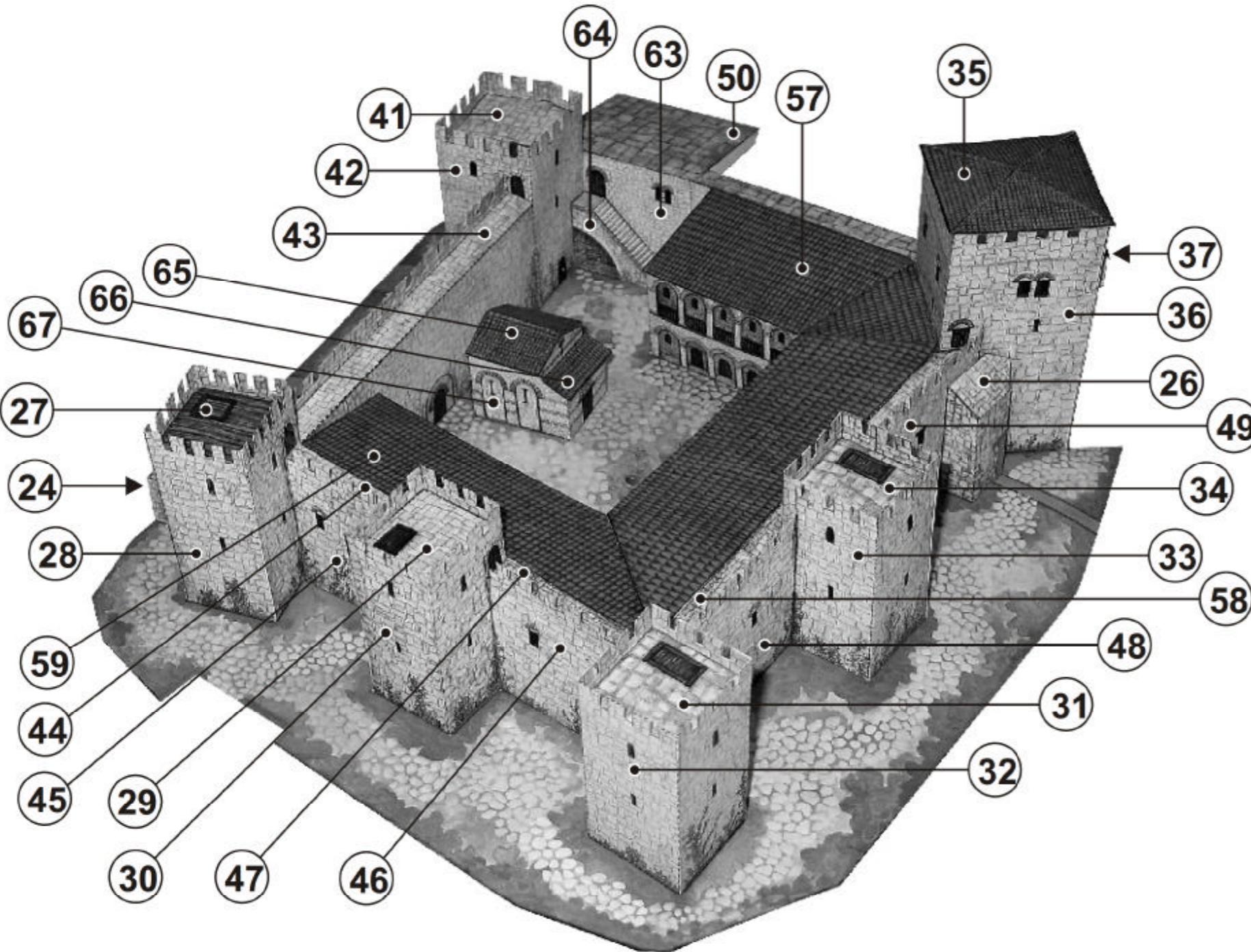
STAGE — 1

When start working on the model the first thing you should do is to connect the four parts of the base according to the measured lines and then divide the base into two sections following the red line. Cut the gray ovals in the middle. This shall make your further work easier. First assemble the central part of the castle together with the inner courtyard, the church and the internal fortress wall, after that assemble the external courtyard with the lower fortress wall, the extensions in the courtyard, the swing bridge and the external terrain.

Then you have to prepare the frontage **67** by connecting the two ends. Add element **66** and the roof **65**. Now you have to place apses **69** and its roof **68**. Then stick the church to the base.



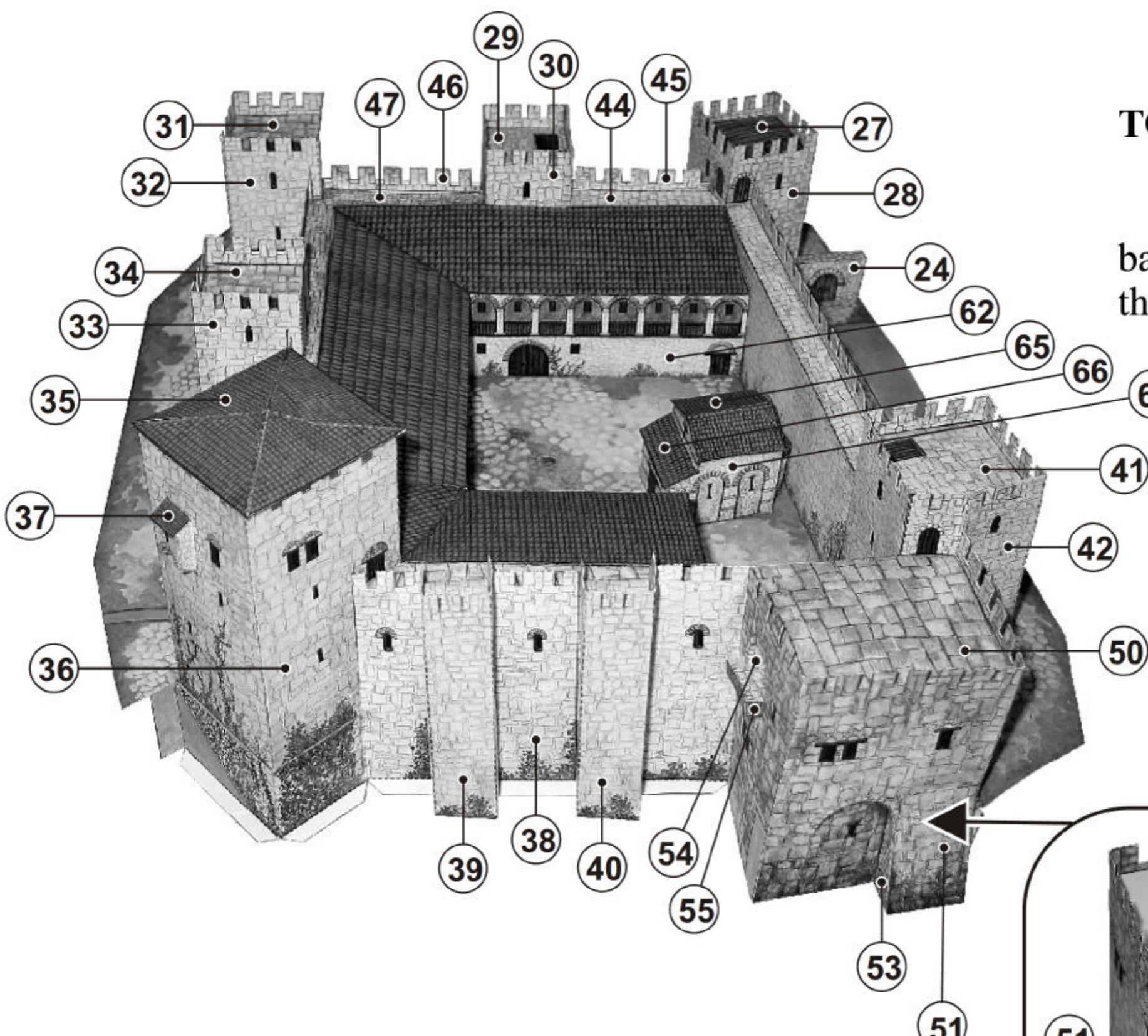
STAGE — 2



The second stage includes the construction of the internal fortress wall. Stick the battle platform **50** between tower **42** and tower **36**. Now you have to add to the internal frontage (**60** and **62**) roofs **57**, **58** and **59**. Stick to them the battle paths **44** and **47**. Now it is turn to wall **49** and support wall **26**. Attach to tower **33** the platform **34** and stick on the place marked on the scheme. Following the same way add wall **48** to the model, the corner tower **32** (with platform **31**), wall **46**, entrance tower **30** (with platform **29**) and wall **45**.

STAGE 3

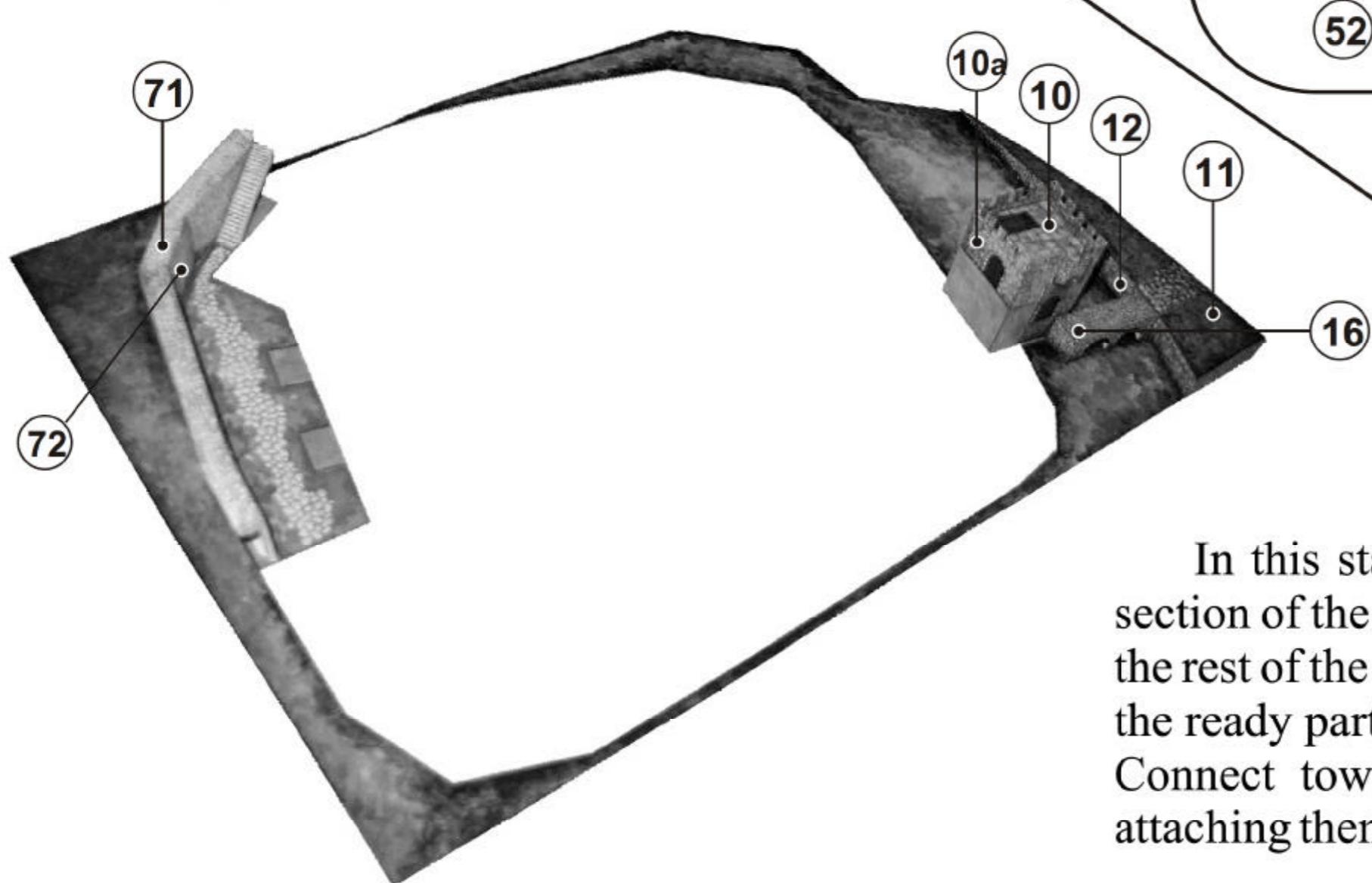
The third stage includes the construction castle frontage between tower 36 and tower 42. Assemble the two bastions 39 and 40, by sticking the folding on the marked places so that you receive small towers. Then attach them to wall 38, as it is shown on the scheme. Stick this wall to tower 36 and the battle platform 50. Now you have to prepare wall 51 by attaching to it elements 53 and 52, bay 54 and balcony 55 with bay 56. When you finish, stick the whole wall to platform 50, wall 38 and tower 42. Now you have finished the third stage of assembling.



TOWER ASSEMBLING

The tower consists of two parts - wall and battle platform. Make the wall like it is shown the construction of the fortress wall first make the pinnacles, then connect the two ends of the element in order to receive the tower frame. Now you have to add the battle platform.

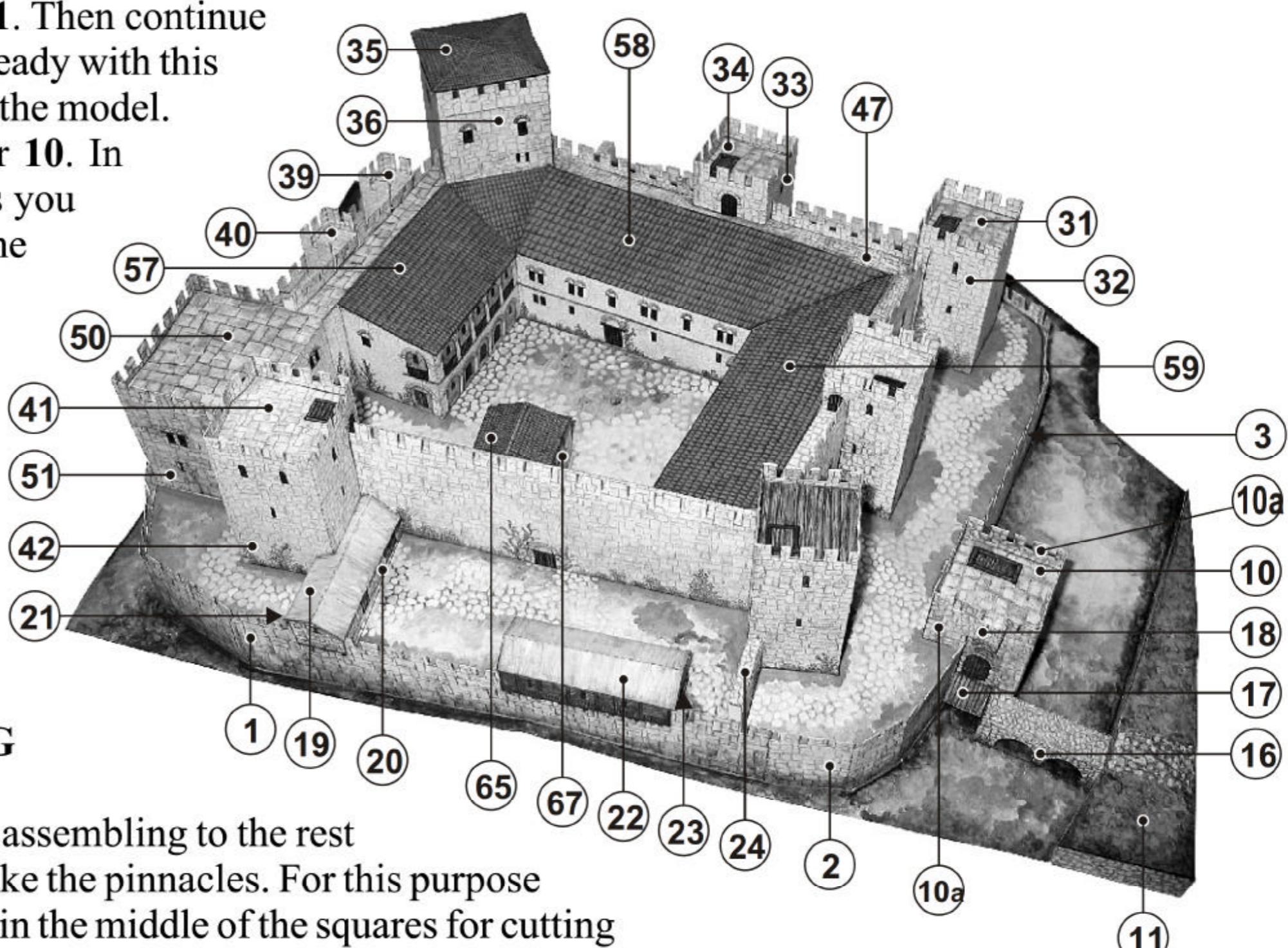
STAGE 4



In this stage you only have to prepare the second section of the base so it would be ready to be attached to the rest of the model. To element 11 attach wall 12. Stick the ready part to the base and attach to it the bridge 16. Connect tower 72 with the battle path 71, without attaching them to the base at this stage.

STAGE 5

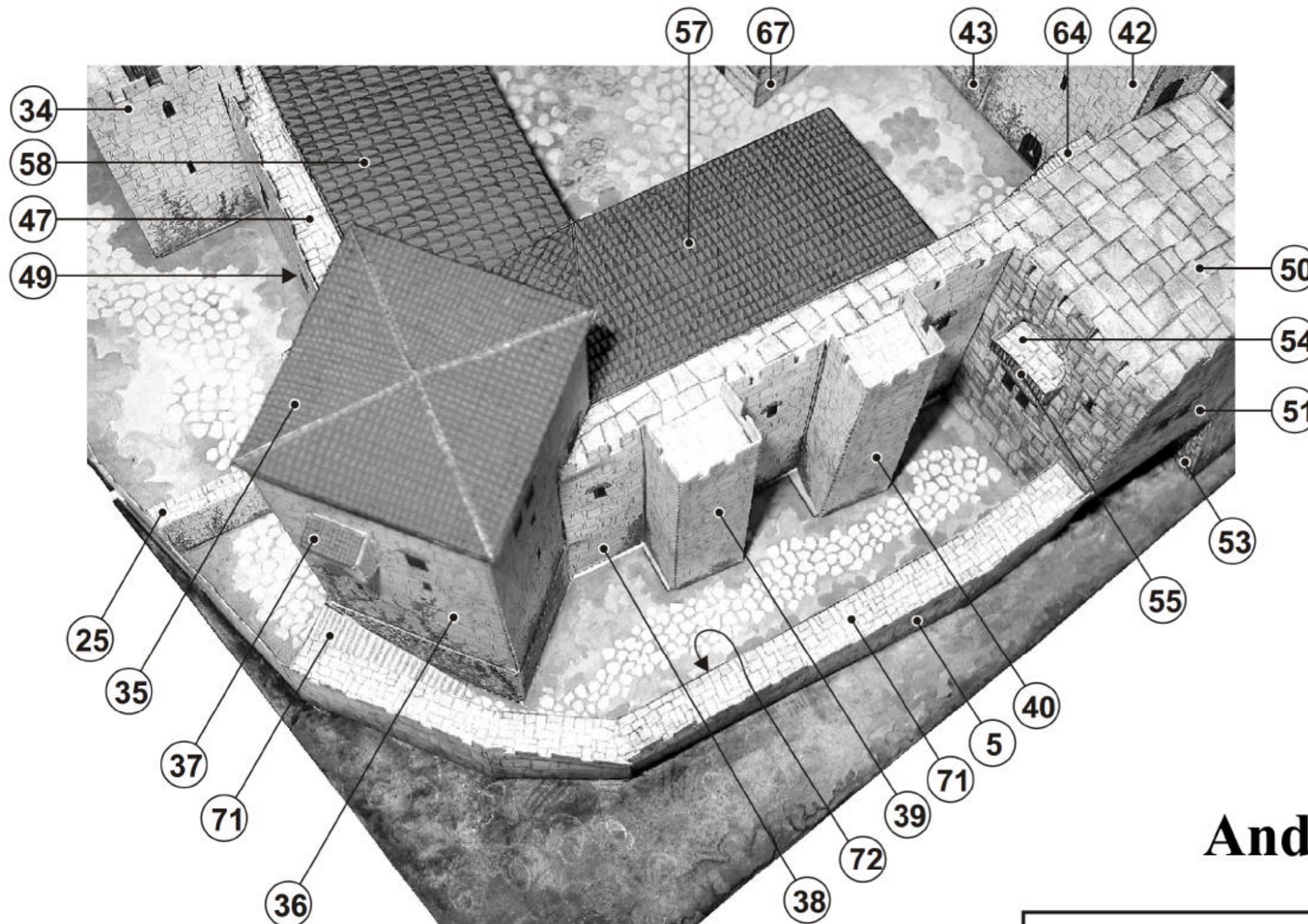
You should start with the external fortress wall. First stick wall **1** to the base and to wall **51**. Then continue with walls **2**, **3** and **4**. When you are ready with this add the second section of the base to the model. Now it is turn to the entrance tower **10**. In order to stick it to the other elements you should place its platform **10** and the over-door window-bay **18**. Now it's time to stick the swing-bridge **17**. Now you have to assemble the farm buildings in the external courtyard and walls **20** and **21** with roof **19** and wall **23** with roof **22**.



FORTRESS WALL ASSEMBLING

In order to prepare a fortress wall for assembling to the rest part of the model, you should first make the pinnacles. For this purpose fold the element along the dotted line in the middle of the squares for cutting (the pinnacles). Then stick the folded place so you can have a double-faced wall. When this is done you can cut the white fields so that you receive the real pinnacles.

STAGE 6



In order to finish the castle model you have to add to the base wall **72** and battle path **71**, and them stick to them wall **5** from the external side. If you still have not attached bay-window **37** to the tower **36**, you should do it now.

And the castle is ready!

LEGEND: FOLD CUT